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MAC GAMER

62 PREVIEWS

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HALF-LIFE

FALCON 4

ALIENS vs PREDATOR

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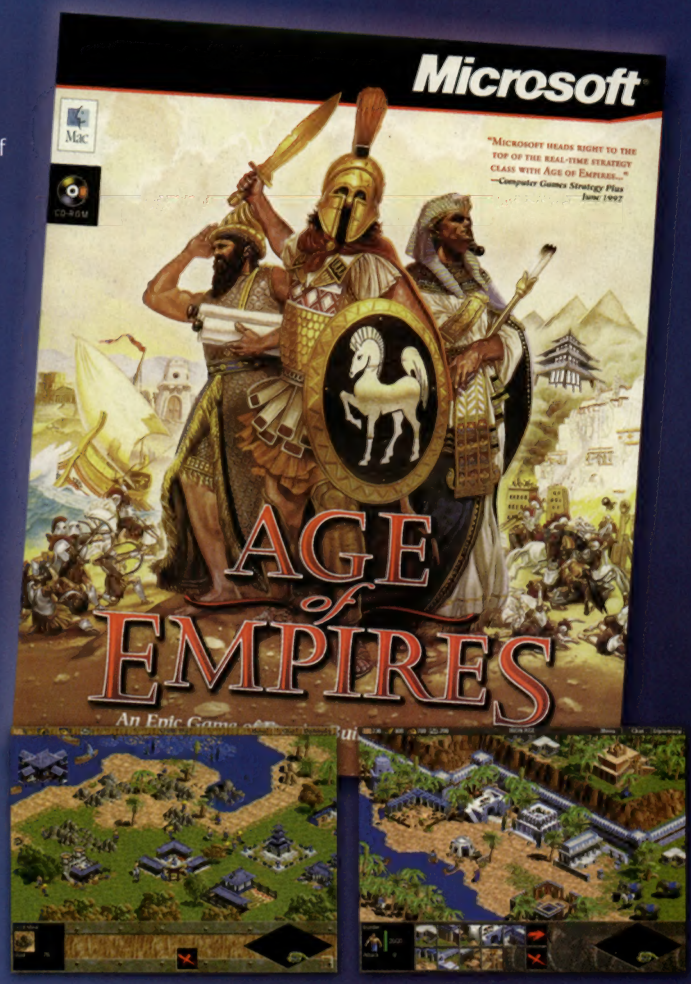

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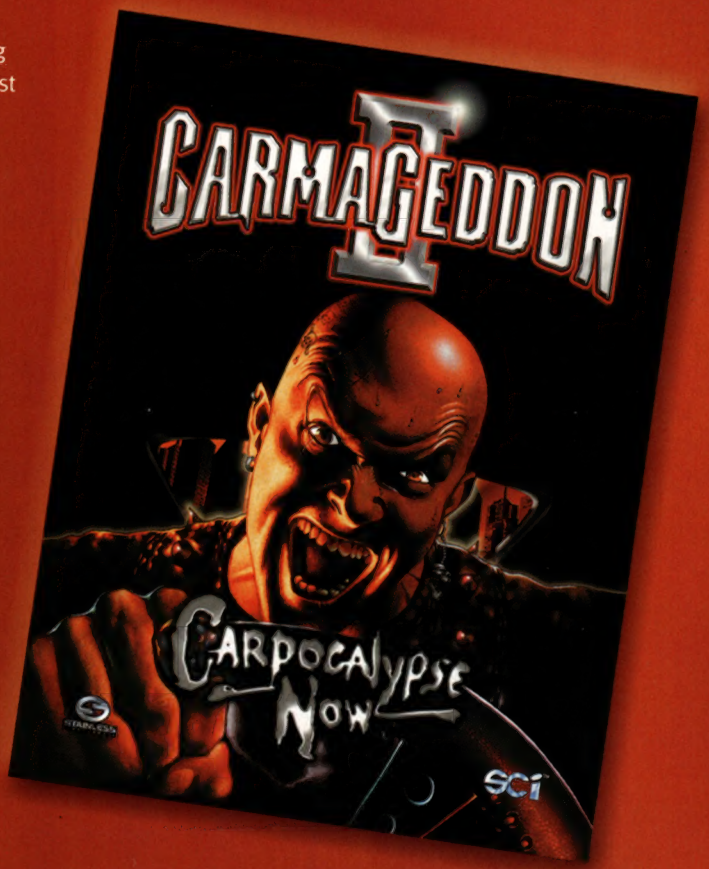

Falcon 4.0™ breaks the sight and sound barrier with its cutting edge graphics, realism, dynamic campaigns and multiplayer game play.

Falcon 4.0™ pushes the envelope to offer accurate topographical terrain, detailed radar and weapons simulation, hyper realistic flight models and stunning visuals. The game includes options for everyone — from instant action dogfighting, tactical engagements all the way to a complete real time campaign. Falcon 4.0™ takes advantage of 3D accelerators (Voodoo or RAGE Pro) where available. **SRP £39.99**

VALUE DIVISION

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LEVEL ONE

New Mac games. The facts. The shots. The action

OUT TO GET YOU

It's a three-way free-for-all in **Aliens vs Predators**: savagery meets high-tech, with some poor sod of a Marine in the middle.

Publisher	**Fox Interactive**
Developer	**Rebellion**
Mac port	**Logicware**
On sale	**Summer**

If you didn't know the meaning of fear before you went to see the first *Alien* film, your sure did when you came out of the cinema. The tale of a single nightmare monster has, er, spawned a succession of movie, videogame and comic book spin-offs. This latest project combines all three in a sci-horror fan's idea of paradise.

Aliens vs Predator takes its premise from the similarly-titled comics series from Dark Horse Publishing, which is in turn based on the popular *Aliens* and *Predator* sci-fi film series. This 3D shoot-'em-up pits three of the most deadly warriors in the universe – Aliens, Predators and Colonial Marines – against each other in a battle for survival. And the finished game will offer plenty of adventurous new ideas for shoot-'em-up fans who think they've seen it all.

You can play as any of the three species, each of which provides their own unique abilities to the gameplay. The Colonial Marine is the most conventional: his extensive armoury includes the Pulserifle with integrated grenade launcher, the auto-aiming Smartgun, the flame thrower, night vision goggles and a motion tracker. He's the easiest character to get to

Aliens vs Predator **features three warring species in a fight to the death. You choose which one you want to play.**

The Mac version of *Aliens vs Predator* is being developed by well-known Mac code house Logicware, who has a detailed and fast 3D graphics engine to play with.

grips with, and is sure to provide the best entry point into the game.

The Predator possesses his own set of advanced gadgetry, such as the deadly Plasmacaster shoulder mounted cannon, an automated medicare kit and, of course, the famous invisibility cloak with thermographic and electro-magnetic vision systems. His technology guzzles power at an alarming rate, though, so it's essential that you use it sparingly so as not to run out of juice and leave yourself vulnerable at attack. The Predator is also equipped with wrist blades and a spear gun.

The ultimate weapon

The Alien provides the most radical twist on the first-person shoot-'em-up, though, relying on its natural abilities rather than technology to do its death-dealing. Its claws and tail can slice and dice attackers with ease, while taking a bite out of their head gives the Alien a health and armour boost as well as dispatching them.

As in the films, Aliens are just as happy crawling along a ceiling or wall as across the floor, a trait that you have to exploit to get close to your victims, as Aliens doesn't possess any ranged attacks. Aliens have two vision modes: a straightforward navigation mode and a hunt mode – a kind of tunnel vision where the central view is brightly lit and potential enemies (or meals) are highlighted. The Alien will undoubtedly be the hardest character to master, with the disorientation caused by clambering across ceilings and walls a real problem; but it appears to offer the most unique experience in any first person shoot-'em-up so far.

Best of all, inter-species deathmatch multi-player games will be possible as well as the mission-led single-player game. So you'll soon be able to recreate your favourite *Aliens* last stands: "It's game over, man! Game over!"

Individual demos for each species were released for the PC. There is no news if the Mac demo, which should be available shortly after the game's release, will be similarly split.

The Colonial Marine is protected by a Pulserifle, night vision and a motion tracker. Who's your money on?

Choose which character you want to play as to gain different abilities. The Alien is able to crawl along ceilings and a nasty bite, but he's none too keen on fire.

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The definitive listing of 62 Mac games coming your way in the next few months. No-one else has as many Mac games as this

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MacGamer examines the distinctive appeal of the god game. Includes previews of Age of Empires, The Settlers III and Civilization: Call to Power

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Could Konoko take Lara Croft in a fight? We reckon so.

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PRIORITY RELEASE — Put the Mac first: our **Priority Release** logo means this game is out first on the Mac, either ahead of or concurrently with its release on other platforms

PLAYED IT! — Our **Played It!** logo means we've got our hands on an early version of the game. We'll give you an idea of what to expect, even if all the features aren't added yet

THE PERPS

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Cover: Konoko, the lead character in Bungie Software's *Oni*, is ready for action in an illustration by **Lorraine Reyes**.

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DREAM MACHINES

Ten reasons why today's PowerMac G3s and iMacs are just perfect for games.

PowerPC G3

The processor inside every iMac and PowerMac G3 comes from the fastest range of chips in any personal computer.

Games controllers

The USB connection port has led to the best selection of Mac joysticks and gamepads ever; and USB makes it easy to plug and unplug devices whenever you want. It's even easier than using a games console.

Mac OS X

Currently in development, the next-generation Mac operating system will make a more powerful and inviting environment for games programmers. Id Software's John Carmack, the inspiration behind *Quake III*, is already a fan of the technology in Mac OS X.

3D graphics chips

Every iMac and PowerMac G3 includes a graphics chip from the ATI RAGE series, enhancing your 3D games to astonishing levels of detail.

3dfx cards

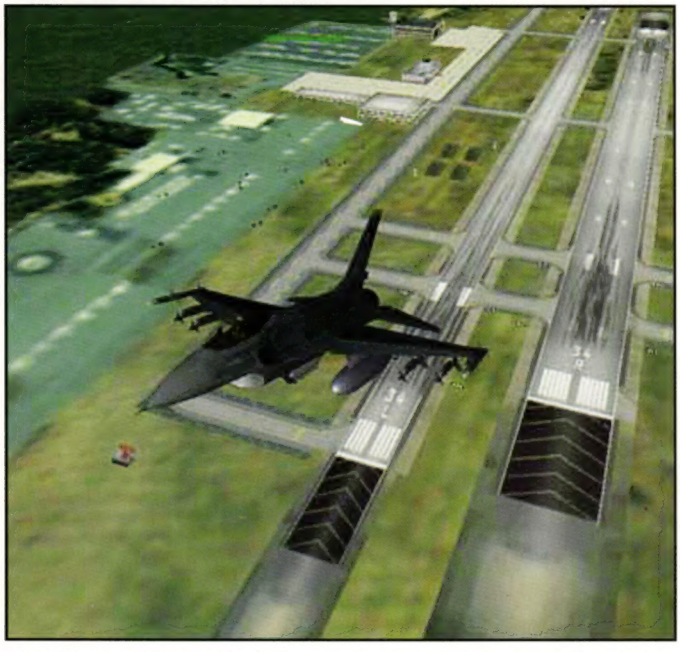
The PowerMac G3 also includes an expansion slot for PCI cards, which means you can enjoy the new generation of 3dfx cards in the pipeline, using the Voodoo3 chip.

Game Sprockets

Apple's programming tools do some of the hard work for developers, enabling them to concentrate on designing games.

WHOOO-HOOO!

It's a whole new generation of Mac flight sims, with **Falcon 4** setting the pace for aerial combat. Let her rip!



Simulation specialist MicroProse returns to the Mac with *Falcon 4*, an exhaustively researched sim of an F-16 warplane with deadly situations to get involved in.

Publisher	MacSoft/GT Value
Developer	MicroProse
Mac port	Westlake Interactive
On sale	June

Flight sim fans have two reasons to be cheerful at the moment. The first is *Fly!*, a civil aviation sim to be published by Take 2 Interactive. (We took an early look at *Fly!* in MacFormat 76.) The second is *Falcon 4* from MacSoft, an air combat sim for those who prefer their flights to include the occasional dogfight.

Falcon 4 places you in the cockpit of an F-16 stationed on the Korean peninsula, with both setting and plane controls painstakingly recreated.

Four game modes are on offer. Instant Action gives you unlimited fuel and weapons and a constant supply of air and ground targets to unleash them on. Dogfight is *Falcon 4's* multi-player game, with up to four teams comprised of up to four aircraft able to take part. Aircraft can be piloted by human play-

Despite the variety of opportunities for combat action on offer, *Falcon 4* is very much rooted in the Mac tradition of realistic aviation models. The complex set of controls provides a genuine, immersive challenge for any armchair pilot.

The Internet

The Mac is the simplest way to connect to the Internet, which means you can take advantage of the boom in options for multi-player games played over the Net.

Great games

Dozens of planned games mean that 1999 will be the busiest year ever for Mac games – and the variety of games styles is increasing too. See page 10 for Incoming, our complete preview listing.

QuickDraw 3D

Apple's own 3D graphics system provides a simple way for developers to build games that will look great on any PowerMac G3 or iMac.

OpenGL

SGI's superb 3D graphics technology is soon to be made part of the Mac OS. Games like *Quake III* are already making use of it.

Once you've mastered the cockpit, there are four game modes to test your skills to breaking point. Get ready to fly!

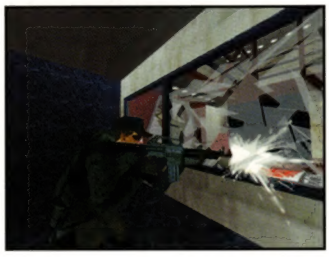
ers over a network or Internet connection, or computer-controlled if you can't make up the numbers.

The Tactical Engagement mode enables you to design your own missions or tackle pre-designed practice missions. Finally, Campaign is the full-on battle simulation where you have to carry-out a range of missions to further a huge air, sea and land battle. Campaigns are dynamically generated each game, and the real-time engine means battles are fought while you plan and execute your own missions, forcing you to constantly reappraise your tactics.

Falcon 4's graphics are startlingly realistic. All the aircraft you encounter are painstakingly detailed, and the action takes place over an accurate topographic terrain of the Korean peninsula. Westlake Interactive is currently busy porting the original PC version of *Falcon 4* to the Mac, with an early summer release expected.

SSSHHH!

Quiet, please: it's well after bedtime and we're trying to bump off some terrorists in Tom Clancy's **Rainbow Six**.



Rainbow Six **presents a SAS-type task force, complete with real-world weapons and situations, for you to lead.**

Publisher	MacSoft/GT Value
Developer	Red Storm
Mac port	Westlake Interactive
On sale	Summer

Rainbow Six **brings the tension and compelling real-world detail of the Tom Clancy novel to your Mac, as you fight to preserve freedom and the American Way.**

The 3D action game genre is growing up: after the excess carnage of *Duke Nukem* and *Quake*, recent titles such as *Goldeneye* on the N64 and *Metal Gear Solid* on the PlayStation have stressed stealth over firepower. *Rainbow Six* goes even further by bridging the gap between 3D action and strategy games.

Rainbow Six is based on the blockbuster novel by Tom Clancy, who specialises in intensively-researched stories about government organisations and the secret wars they fight. Some have been made into films, giving Harrison Ford a chance to look rather harassed and get into trouble.

The game

Taking the role of Six, leader of the international anti-terrorist task force Rainbow, you are required to assault a range of terrorist-held locations. Targets include a dam and a theme park. And during the course of the game, you'll uncover a sinister conspiracy which threatens world peace. Gulp.

Each mission is split into two distinct phases: planning and action. In the planning phase, you get your brief,

> **"Rainbow Six bridges the gap between action and strategy"**

choose a team from a roster of 20 specialists (each with a useful talent), select equipment and then plan out your objectives and tactics with the aid of an overhead viewed 3D model of your target.

You'll carry out the assaults during the action phase in real time from a first- or third-person viewpoint. Pinpoint precision is vital as one shot can kill, just like real life.

In single-player games your fellow team members are controlled by your Mac. Networked multi-player games are also available. Different scenarios give you the chance to pool your instincts and co-operate on a mission, or take each other out in a deathmatch.

Rainbow Six was originally released for the PC by Red Storm Entertainment, and you can get more information about it from the firm's Web site at **http://www.redstorm.com/rainbow_six/**. The ever-reliable Westlake Interactive is donating its 3D expertise towards handling the Macintosh conversion, with the release set for late summer.

You're deep in enemy territory, and could come under fire at any time. Have you set the right tactics? Have you picked the right men? That's the ***Rainbow Six*** **challenge.**

Rainbow Six **is equal parts action and stealth: every decision, every choice to fire a shot, makes a difference.**

INVASION!

A prickly situation in **Half-Life.**

Creatures from another dimension come to say hi in the shoot-'em-up *Half-Life.*

Publisher	Cendant
Developer	Valve Software
Mac port	Logicware
On sale	Winter

Half-Life is some way off appearing on the Mac, but we just had to tell you about it now! It's the current reigning champion of 3D shoot-'em-ups on the PC; thanks to Logicware, we'll soon be enjoying its clever mixture of sci-fi storyline and multi-player action.

Half-Life's plot was scripted by horror writer Marc Laidlaw. You're cast as Gordon Freeman, a research assistant at the top secret US Black Mesa Federal Research Facility. After an experiment to open a portal to another dimension goes disastrously wrong (when do they ever go right?), monstrous creatures over-run the base. Trapped deep underground, you must fight your way to the surface and safety. Or so you thought... until you discover that even the government is against you, sending in troops with orders to shoot to kill!

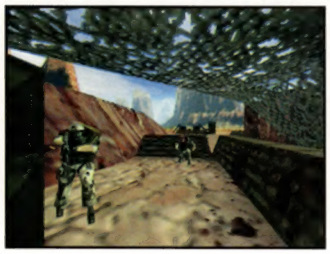
Half-Life is based upon the *Quake II* game engine, making Logicware an obvious choice to handle the Mac conversion: it's already working on bringing us Id's shoot-'em-up sequel. *Half-Life's* original developer Valve Software wasn't content to simply reuse the *Quake II* game engine, however.

Numerous improvements include the firm's own Skeletal Animation System, which makes character animation extremely smooth. You'll also enjoy plot-advancing cut sequences where you retain control of your character, and high-level artificial intelligence routines, which are used to control the characters you encounter.

Real terror

The level of realism this provides promises to be truly unnerving. The monsters hunt in packs and are able to assess your threat to them, pulling back from you when they are injured or charging in when you appear weak. The humans you meet, traumatised scientists, trigger-happy security guards and ruthless government troops, also show uncannily realistic behaviour and can even sometimes be persuaded to help.

Half-Life includes a multi-player deathmatch game with a team-play option but it is the *Team Fortress Classic* add-on which has garnered the most praise. A version of the venerable *Team Fortress* for *Quake,* it pits two teams against each other with a particular mission to fulfil, such as capturing a flag or ganging up on one player. There is no word yet if *Team Fortress Classic* will be released for the Mac, although it seems likely.



It's not just monsters you have to deal with, as troops try to seal the complex.

You'll have to work out when to trust and when to shoot if you're to survive.

SMALL WORLD

PLAYED IT! Discover the trials of being an inch tall in the 3D cartoon **Bugdom.**

PRIORITY RELEASE

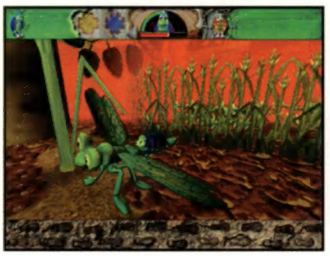
Publisher	Pangea Software
Developer	Pangea Software
On sale	June

Will this tide of computer-animated insects never end? After the near-simultaneous cinema releases of *A Bug's Life* and *Antz, Bugdom* is a videogame-only addition to the six-legged roster. But before you cry "cash-in", MacGamer's play-through of an early preview version suggests *Bugdom* could prove every bit as enjoyable and imaginative as those two fine films. And it's only on the Mac.

Bugdom is the first game to be self-published by Pangea Software, one of the few companies to buck the trend for converting PC titles by writing its own, totally original, Mac games.

In *Bugdom,* you see the world from an insect's point of view – a woodlouse (sometimes called a pill-bug or doodle-bug) to be exact. The aim is to explore levels, including a pond, a forest and an ant hill, searching for Lady Bugs that have been imprisoned by the evil Fire Ants. Ultimately you'll face off against the Fire Ant leader King Thorax.

As well as sauntering around the levels, your cute bug is able to roll up and shoot around like a pinball. He can also hitch a lift on the back of dragonflies and water boatmen. Dangers in



The rich world of *Bugdom* includes dragonflies you can use to hitch a lift, and strange moving objects that seem connected to something much bigger and higher up...

MACGAMER CHOICE

MacGamer's favourite releases of the year to date

Myth II: Soulblighter

REAL-TIME COMBAT ● MF74 ● **92%**
Bungie Software/GT Value, £39.99

MacFormat Classic While we found predecessor *Myth* interesting but flawed, *Myth II* is a polished gem of gameplay. A powerful 3D system portrays an ever-shifting battlefield, while multi-player options and a thriving Internet community of rivals continue to add value.

It looks as good as a cartoon, but *Bugdom* is a fast-moving 3D world in which your woodlouse character meets a variety of insects and other friends and foes.

Bugdom range from spear-throwing ants and steamrollering slugs to gigantic human feet!

Playing Bugdom

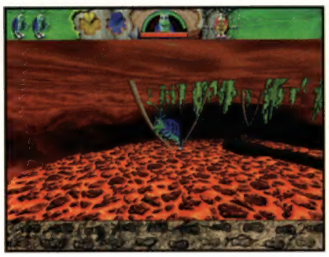
We've tried an early preview version of *Bugdom*, and it looks impressive. Pangea's worked hard to develop its already excellent 3D graphics engine still further, and both the game levels and the way they play show great attention to detail.

Bugdom's 3D graphics engine delivers impressive water, fog and explosion effects, courtesy of QuickDraw 3D code tailored to ATI RAGE graphics cards, such as those built into PowerMac G3s and iMacs. 3dfx-based cards aren't supported.

Visit **http://www.pangeasoft.net/** for a playable demo and details on how to order a copy.

From the makers of...

Pangea was responsible for *Nanosaur* (right), the 3D dinosaur explore-'em-up that is bundled with iMac, and *Weekend Warrior*, a quirky *Gladiators*-style action game published by Bungie. Both titles featured strong ideas, but lacked the extra finesse that would have made them great. But *Bugdom* looks like a big step forwards.



Pangea seems to be crafting *Bugdom's* levels with an inspired amount of detail. We love the fish swimming beneath the surface of the pond, for example.

Bugdom is written exclusively for the Mac and uses Apple's QuickDraw 3D, which means any PowerMac or iMac with a 3D card or chip will enjoy enhanced graphics.

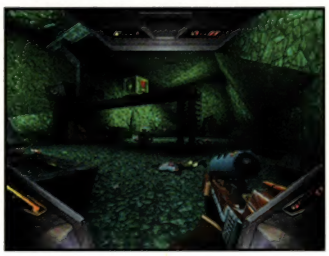
Bugdom's insect world is extremely varied, with the main foes being the Fire Ants, wicked creatures rounding up Lady Bugs at the behest of their leader Thorax.

FutureCop LAPD

3D SHOOT-'EM-UP • MF74 • **83%**
Electronic Arts, £34.99

This giant robot stomp is short-lived but gives 100% while you're playing it. Lots of variety in the levels and a test of your trigger finger make *FutureCop* an unsung hero of action gaming.

Klingon Honor Guard



3D SHOOT-'EM-UP • MF75 • **84%**
MacSoft/GT Value, £34.99

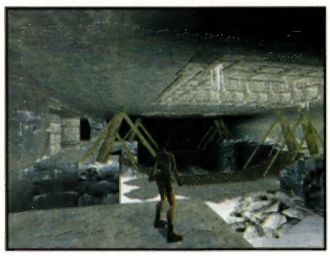
The best shoot-'em-up of 1999 so far is inspired by *Star Trek*, but is light years away from that typical Federation soppiness. For this is a full-blooded exploration of Klingon culture, with all the aggression and weaponry that suggests. Only the superb *Unreal* 3D graphics engine could cope with combat Klingon-style.

Quest for Glory V

ROLE-PLAYING GAME • MF76 • **89%**
Cendant/Softline, £34.99

It's bound to derided by seekers of the cutting edge in games, but *Quest for Glory V* is about old-fashioned values of entertainment and character. Nothing you haven't seen before, despite its graphical splendour, but *QFG* is a fine time to lose yourself in another world.

Tomb Raider Gold



3D ACTION-ADVENTURE • MF77 • **90%**
Aspyr/Softline, £34.99

MacFormat Classic The game that caused a cultural tidal wave called Lara Croft, *Tomb Raider* is a title that stands up to the hype. Its commitment to adventure is unequalled, while some set-pieces are great gaming moments. This *Gold* edition features four extra levels not included with the original PC release. MF

INCOMING!

62 previews! Every confirmed Mac game coming your way

More dizzying spectacle in *Descent 3*, the just-announced new arrival in the popular series of shoot-'em-ups. Under development by flight sim specialist GSC.

Opposites attract: enjoy the quick blast and instinctive play of *Asteroids*, an update of the formative arcade classic. Then indulge in a intensive strategy campaign that could last weeks, with *Sid Meier's Alpha Centauri*, a space-faring simulation.

Magic comes to the Mac: get immersed in ever-evolving fantasy worlds with the new generation of role-playing games. *Baldur's Gate* brings the *AD&D* universe to life, while Blizzard's *Diablo II* builds on the success of its predecessor.

Development house Ion Storm features personnel from Id Software, and its first release *Daikatana* is unsurprisingly an attempt to outdo that firm's *Quake* series.

Want to know what's next? Incoming! is where the next generation of Mac games is born: we've got details of 62 planned, in-development and just-released titles. Read on for news of new cutting-edge 3D graphics, a revival in racing games and a range of ultra-budget titles. (You'll find our list of just-released titles on page 12.)

PRIORITY RELEASE

Look out for Priority Releases, where the title is set to be released either first on the Mac or at the same time as on other platforms.

Aliens vs Predator
3D SHOOT-'EM-UP • **SUMMER**
Fox Interactive
High-concept action from the movies and comics, with the ability to play as human, Predator... or Alien. See page 4

Alpha Centauri
STRATEGY SIM • **RELEASE TBA**
Electronic Arts
After *Civilization II*, what next? This is the answer in more ways than one, as *Civ* creator Sid Meier takes strategy into space, challenging you to make a galactic empire.

Asteroids
ARCADE SHOOT-'EM-UP • **SUMMER**
MacSoft/GT Value
First of two famous Activision arcade classics coming to the Mac in modernised form.

Backgammon Champ
BOARD GAME SIM • **JUNE**
Pocket Price
Backgammon board game for £2.99.

Baldur's Gate
ROLE-PLAYING GAME • **SUMMER**
GSC
Richly-detailed five-CD fantasy saga from the *Advanced Dungeons & Dragons* universe, with all the depth that suggests.

Battlezone
ARCADE SHOOT-'EM-UP • **JUNE**
Logicware
An Activision arcade update like *Asteroids* (but from a different publisher, oddly), *Battlezone* is the *original* 3D shoot-'em-up reborn for the late '90s.

Bonkheads
PLATFORM GAME • **JUNE**
Pocket Price
£2.99 platform game starring a pair of lovable trolls.

Bloodbath
ARCADE SHOOT-'EM-UP • **JUNE**
Pocket Price
Short-burst blaster in the style of those video-based light-gun shoot-'em-ups you see in arcades. Part of new £2.99 range.

Bugdom
3D PLATFORM GAME • **SUMMER**
Pangea
PRIORITY Promising and playful 3D platform game from the maker of *Nanosaur*, showing you the world under your feet as a woodlouse battles evil Fire Ants. See page 8

Caesar III
STRATEGY SIM • **SUMMER**
Cendant Software
Roman-era urban management – build and maintain a city. The *SimCity*-with-togas series takes another step forward.

Civilization: Call to Power
STRATEGY SIM • **SUMMER**
MacSoft/GT Value
Latest in this most successful series of god games is the first not to feature Sid Meier's involvement. Can *Call to Power* retain the *Civ* magic without him? See page 13

Top left: Get ready to take a stand in *Duke Nukem Forever*. **Above left:** The fantasy spin-off of *Quake* continues to evolve in *Heretic II*. **Above right:** The troops descend in *Half-Life*, a high-class shoot-'em-up with more plot twists than *EastEnders*.

Daikatana
3D SHOOT-'EM-UP ● **RELEASE TBA**
Publisher TBA
Ex-Id game designer John Romero prepares his first post-*Quake-II* title, a time-travel epic beginning in 25th-Century Japan.

Dark Corona
ARCADE SHOOT-'EM-UP ● **JUNE**
Pocket Price
Xenon-style vertically-scrolling blaster. Revisit the glory days of the arcade for £2.99.

Deer Avenger
HUNTING SIM ● **JUNE**
Simon & Schuster
Spoof of one of 1998's biggest games, the hunting simulation *Deer Hunter*. Could be a very American phenomenon, just as the original was.

Descent III
3D SHOOT-'EM-UP ● **JUNE**
GSC
Only recently announced, there's going to be a rapid turnaround for the development of this Interplay sequel, which builds on the dizzying 360˚ action of its successful predecessors.

Diablo II
ROLE-PLAYING GAME ● **RELEASE TBA**
Cendant Software/Blizzard
Sequel to a popular mix of fantasy role-playing and arcade action from the maker of *StarCraft*.

Dionakra
PUZZLE GAME ● **JUNE**
Pocket Price
£2.99 brain-teaser.

Duality
3D SHOOT-'EM-UP ● **RELEASE TBA**
Publisher TBA
PRIORITY Long-in-development fantasy-tinged 3D action from new development house DoubleAught

Duke Nukem Forever
3D SHOOT-'EM-UP ● **AUTUMN**
MacSoft/GT Value
Latest in apparently endless series continues the formula of black humour and ultra-violence, but gets a fresh look with new 3D graphics engine.

Half-Life
3D SHOOT-'EM-UP ● **WINTER**
Cendant Software
Creatively-plotted and technically accomplished blaster picking up where *Quake II* leaves off. Lovecraft-meets-Tom-Clancy storyline will win a lot of fans. See page 6

Heavy Metal: FAKK 2
3D SHOOT-'EM-UP ● **2000**
Ritual Entertainment
Comic-book-inspired shoot-'em-up using the *Quake III* engine. The developer has to wait until Id's finished it, of course.

Heretic II
3D SHOOT-'EM-UP ● **SUMMER**
Logicware
Overhaul of 3D sword-and-sorcery-'em-up.

Fighter Squadron
FLIGHT SIM ● **SUMMER**
Parsoft
PRIORITY World War II flight sim from the makers of *A-10 Attack*.

Interstate '76
3D RACING SIM ● **SUMMER**
Logicware
Fresh and funky Seventies-style car-racing.

Kick
3D SHOOT-'EM-UP ● **RELEASE TBA**
PRIORITY Still in its early stages, *Kick* comes from a new British development house using its own Kick Engine technology.

Madden NFL 2000
SPORTS SIM ● **AUTUMN**
Aspyr Media
PRIORITY American Football on the Mac in a full 3D simulation of the grid-iron obsession of millions of Americans and, er, dozens of Brits. Let's hope *Madden* is the beginning of a beautiful friendship between Aspyr and licence-holder EA Sports, and maybe *FIFA* will be the next title announced.

Nocturne
3D ACTION-ADVENTURE ● **AUTUMN**
Publisher TBA
PRIORITY 3D horror-fest of zombies, werewolves and vampires – all after you within an alternate-universe 1940s setting.

Oni
3D ACTION-ADVENTURE ● **AUTUMN**
Bungie
PRIORITY Japanese-animation-style characters battle it out in a bold, realistic 3D environment. See page 20

Plastic Angel
3D SHOOT-'EM-UP ● **AUTUMN**
Alienphobia
Using the *Sin* graphics engine, this 3D title will bring in role-playing elements.

Quake II
3D SHOOT-'EM-UP ● **SUMMER**
Activision
Definitive 3D shoot-'em-up gets an overdue Mac conversion.

Quake III: Arena
3D SHOOT-'EM-UP ● **SUMMER**
Activision
PRIORITY Deathmatch-focused blaster where you can play against computer bots or other players. See page 22

Railroad Tycoon II: the Second Century
EXPANSION PACK ● **AUTUMN**
Take 2 Interactive
Expansion pack for just-released railroad management sim.

Rainbow Six
3D SHOOT-'EM-UP ● **SUMMER**
MacSoft/GT Value
Shoot-'em-up with a bit of guile to it. See page 7

The Settlers III
STRATEGY SIM ● **SUMMER**
Blue Byte
Strategy simulation with three empires taking each other on. See page 13

Sim City 3000
STRATEGY SIM ● **AUTUMN**
Electronic Arts
Return after many years of classic city-management sim, with more depth and better graphics than ever.

Sin
3D SHOOT-'EM-UP ● **AUTUMN**
Logicware
Over-the-top action movie of a game, with fully interactive environment.

StarCraft: Brood War
EXPANSION PACK ● **SUMMER**
Cendant Software/Blizzard
Extra levels for just-released strategy game (itself reviewed in MacFormat this issue).

Top left: The return of an all-time classic in *SimCity 3000*. **Above left:** A glimpse at the early development version of *Total Annihilation*, a furiously-paced real-time combat zone. **Above right:** Bigger and badder than ever in *Quake II*.

Above left: Lara Croft is back for more in the action-adventure *Tomb Raider III*. **Top right:** A strategy recreation of *Star Trek's* early days in *Birth of the Federation*. **Above right:** a multi-player focus on the *Unreal* universe in *Unreal Tournament*.

StarSiege: Tribes II
3D COMBAT SIM • **RELEASE TBA**
MacSoft/GT Value
Giant robots fight it out on the surface of alien worlds. Latest in long and honourable series of mechanoid blasters, with advanced graphics and complex controls

Star Trek: Birth of the Federation
STRATEGY SIM • **AUTUMN**
MacSoft/GT Value
Strategy-based look into Starfleet history.

Star Trek – Deep Space Nine: The Fallen
3D SHOOT-'EM-UP • **AUTUMN**
Simon & Schuster
The gutsiest *Star Trek* series gets an all-action treatment using the *Unreal* engine to show a fight to avoid armageddon.

Star Wars Episode I: Racer
3D RACING SIM • **RELEASE TBA**
Activision/LucasArts
Progress on one of the most keenly awaited titles in this list is already mired in confusion: Apple's former consumer guru Peter Tamte stated quite clearly that *Racer* is set for the Mac, but LucasArts won't make a comment about it. We'll keep working on them to get a clearer picture of the plans for Mac.

Tanaka
3D RACING SIM • **SUMMER**
Pacific Media WorX
PRIORITY Racing game set in a high-tech city in the year 2525. Take part in duels or time trials, or play over the Internet. The hover vehicles feature powerful weapons you can use to take out competitors. Sounds rather like *Wipeout*. Which is good.

Tomb Raider III
3D ACTION-ADVENTURE • **RELEASE TBA**
Publisher TBA
The latest in Lara Croft's series of globe-spanning quests received a very public launch in January, when Apple CEO Steve Jobs announced that *Tomb Raider II* was coming to the Mac during his Macworld Expo key-note speech. But, bizarrely, there is still no confirmed publisher or release date. Westlake Interactive is sure to handle the conversion job, and MacGamer reckons that Asypr Media will again win the right to publish it after handing the two predecessors.

Total Annihilation
REAL-TIME STRATEGY • **SUMMER**
MacSoft/GT Value
Real-time combat for the connoisseur, where it's as important to manage your resources as it is to marshal your forces.

Unreal Tournament
3D SHOOT-'EM-UP • **SUMMER**
MacSoft/GT Value
Just as *Quake III* will emphasise multi-player levels, so too will this spin-off from the acclaimed *Unreal*. While *Tournament* is not strictly a simultaneous release, Westlake Interactive will strive to bring out the Mac version within weeks of the final PC release.

WarCraft II Platinum
REAL-TIME STRATEGY • **SUMMER**
Cendant Software/Blizzard
Definitive version of MacFormat-Classic-rated fantasy wargame. *WarCraft II*, the companion *Beyond the Dark Portal* expansion pack and Internet play, all in one box.

Water Race
3D RACING SIM • **AUTUMN**
Publisher TBA
Fine-looking 3D jetski racer; developer is looking for a publisher.

Zork Grand Inquisitor
ADVENTURE • **SUMMER**
Logicware
Latest in the enduring series of fantasy adventures, which have been going since the days when adventures didn't have graphics. Fortunately *Inquisitor* is the *Zork* series most ambitious undertaking yet.

10 Pin Bowling Fever
SPORTS SIM • **JUNE**
Pocket Price
Your own bowling alley for £2.99.

Just released

3D Ultra Pinball Nascar
PINBALL SIM
Cendant Software
PRIORITY Mixes twin Cendant obsessions into one game, with a pinball table based on Cendant's NASCAR racing licence

Afrika Korps
WARGAME
Avalon Hill
PRIORITY Latest in long-running pure strategy series.

Age of Empires
STRATEGY SIMULATION
GT Value
Blockbuster strategy simulation with detailed graphics and firm emphasis on picking fights with other ancient civilisations. See page 13

Carmageddon
3D RACING SIM
SCi/GT Value
Smash-'em-up car-racing action re-released as part of Mac Replay budget range...

Carmageddon II
3D RACING SIM
SCi/GT Value
...Just in time for the follow-up. The same, only more so – more violence, more black humour, superior graphics.

Falcon 4
FLIGHT SIM
MacSoft/GT Value
Glossy combat plane simulation set in Korea. Full recreation of an F-16 cockpit and four types of mission to choose from. See page 6

Fly!
FLIGHT SIM
Take 2 Interactive
PRIORITY Civilian aircraft piloting with super-real graphics. Fly over five US cities in a Cessna, and attempt rolls, spins and dives as your skills improve.

Starship Titanic
ADVENTURE
Digital Village
Ambitious production set on a starship that's crashed into your house. Solve mysteries and enjoy the imagination of author Douglas Adams.

Jack Nicklaus 4
GOLFING SIM
GT Value
Five courses and a hole designer combine with realistic graphics to offer a Rolls Royce golfing experience. Re-released in Mac Replay budget range.

Create your own railroad empire in the strategy simulation *Railroad Tycoon II*.

Pro Pinball: Big Race USA
PINBALL SIM
Empire Interactive
PRIORITY Third in the enduring and classy pinball series.

Railroad Tycoon II
STRATEGY SIM
Take 2 Interactive
Build your own railroad empire in this unusual take on resource management.

Redneck Rampage
3D SHOOT-'EM-UP
Logicware
Quirky take on the 3D shoot-'em-up genre: Deep South setting, blues soundtrack, not entirely serious.

WarBirds
FLIGHT SIM
Interactive Magic
On-line combat-driven flight sim. MT

TIME LORDS

Step into a world where tiny computer people bow in worship and live to serve your every wish. Garrick Webster presents the ever-evolving worlds of the strategy sim.

Strategy simulation is an odd name for a gaming genre and doesn't mean a lot on paper. Some prefer the title god games, because you get to be a lord and overseer, not only controlling soldiers, tanks and airplanes, but directing the development of the entire civilisation these miniature military units are here to defend. Others still are tempted to call them build-'em-ups... You get the picture.

Whatever you might choose to call them, strategy sims aren't the sort of games you can pick up and play while you wait for the kettle to boil. For here we have games that demand your devotion, with games lasting days, even weeks. Thanks to their millennial nature, furthermore, the rewards don't come thick and fast: they're gradual, and because you work long and hard for them, they tend to involve you in the game even more.

What sort of rewards are we talking about? Well, they're a lot loftier than that sign saying "You win!" in a console beat-'em-up, or a frag count of 50 on the last level of *Quake*. Here it's things like developing a Leviathan tank in *Civilization: Call to Power,* or a priest unit in *Age of Empires*. Just getting the prize is an accomplishment, but once it arrives, a new challenge arises: to use it effectively.

As you may have guessed, strategy sims are sophisticated and involving; this is partly what makes them so replayable. Because these games include strong elements of management and research, you can make decisions that can heavily alter the outcome.

The first time you play, for example, you may choose to put all your research into chemicals in order to develop gunpowder. The next time, you may want to research military tactics to make your soldiers better invaders. Each choice will see the game play out differently, and your opponents (human or computer-controlled) will respond in varying fashions each time. If you subscribe to a consequentialist view of history, you could find this facet of the gameplay even more intriguing, and find yourself thinking: "If I'd placed that guard tower just 50 metres to the left, I'd never have lost that battle, and my empire would never have been crushed!"

"If you'd placed that tower to the left, your empire would never have been crushed"

Games like *Civilization: Call To Power, Settlers III* and *Age of Empires,* all of which we look at here, have roots going back all the way to strategy board games, played with dice and thick rulebooks. Though some point at *Risk* as a key influence, *Civilization* was itself a board game before the legendary Sid Meier brought it to the computer.

And it's on your Macintosh that these games truly come into their own: let the computer take care of all the rules and calculations, as you concentrate on strategies and development paths.

Though you should always be able to find flaws in the computer logic in these games, it usually takes a while to discover them. The rise of the Internet, meanwhile, means a strategy sim can long outlive its single-player mode. All three of the titles we're previewing here have strong multi-player elements, which makes them that much more attractive.

That said, strategy sim games always exert extraordinary forces over their audiences, even in single-player mode. Not only do they speed up time across the historical eras they portray, but also your own personal sense of time. Look at your watch and it will say 8pm. You'll think, "I'll play until I've built a wall around my city." Look again and it's 4am...

SIM EXPERT

The bluffer's guide to playing sims, and how to tell 'em apart.

There are loads of games available described as strategy titles, from *SimCity 2000* and *StarCraft* to *Civilization II* and *Command and Conquer*. They share a similarity in approach, offering a overhead-perspective view that enables you to take in a lot of information about your playing environment. In fact, though, there are some very different playing styles on offer; so what is actually the difference between the playing styles among all these strategy games?

Wargames

In computer terms, this is where it all started. Publishers like Avalon Hill, who had specialised in board-game recreations of warfare situations, moved the basic concepts across to computers, enabling the machines to do the hard work of calculating outcomes.

The computer wargame also inherited the dice-and-paper principle that players took turns, with the chance to make a set of decisions in each turn, and the overhead-view "board game" look.

Urban planning sims

Meanwhile, the software developer Maxis introduced a game that made full use of the computer's ability to process large amounts of information. In the enduringly popular *SimCity* series, you get to build a city by defining zones for commercial, industrial or residential use. As you're mayor, however, your sim citizens expect you to also provide the roads, electricity, water supply, schools, parks and so on. There's no warfare or research development to worry about in *SimCity;* all you do is care about your citizens, the growth of the city, and money.

SimCity and the glossier sequel *SimCity 2000* proved phenomenonally popular, leading to all manner of spin-offs: SimEarth, SimSafari and Sim Town for younger players, to name a few.

SimCity 2000 was an intriguing game that came out on the Mac five years ago. The good news is that the follow-up *SimCity 3000* is on the way.

Strategy sims

The game type we're focusing on here, the strategy sim or god game merges urban management with wargaming to create a singular playing experience. There's a sense of history unfurling, of empires rising and falling as you take critical decisions; and indeed, today's games typically take inspiration from historical events.

There's also much more interaction between the people under your control and outside forces: while you have to deal with *SimCity*-style management issues, you must also decide how to deal with the other empires sharing your world.

Real-time strategy games

Those old wargames have been updated for the real-time strategy (RTS) game. Here you need to manage your resources, set up production facilities, and build up a force of military units, which you can move around a map, attacking enemy units. Because events are unfolding in real time, those enemies are free to move as well, so you have to think quickly, and the available resources are simpler to manage as a consequence.

One real-time strategy game making its way to the Mac soon is *Total Annihilation*. It's fast, furious and has gorgeous-looking 3D units.

AGE OF EMPIRES

TIME LORDS The natives are restless: not only do they need you to raise them from stone-age barbarity, but also to make them masters of war...

Publisher	MacSoft/GT Value
Developer	Ensemble Studios
Mac port	MacSoft
On sale	June

Remember Hannibal? The military leader who marched his war elephants across the Alps, scaring the bejeebers out of everyone who got in his way? Well, you can do exactly the same thing in *Age of Empires*. A game where you can actually take command of a rampaging cavalry mounted on war elephants? How cool is that?

As you may have guessed, *Age of Empires* is about war, and it's about war in a big way. Unlike your run-of-the-mill real-time strategy game, however, the battling is intertwined with both resource management and a research tree. The three should gel well to conjure up an experience that's rewarding and sophisticated, but with a raw edge.

Age of Empires is played in real time rather than the turns system most god games employ, and you can choose to play as one of 12 civilisations. Greeks, Persians, Babylonians, Asians – they're all in there.

"There's no namby-pamby recourse to diplomacy or trading in Age of Empires"

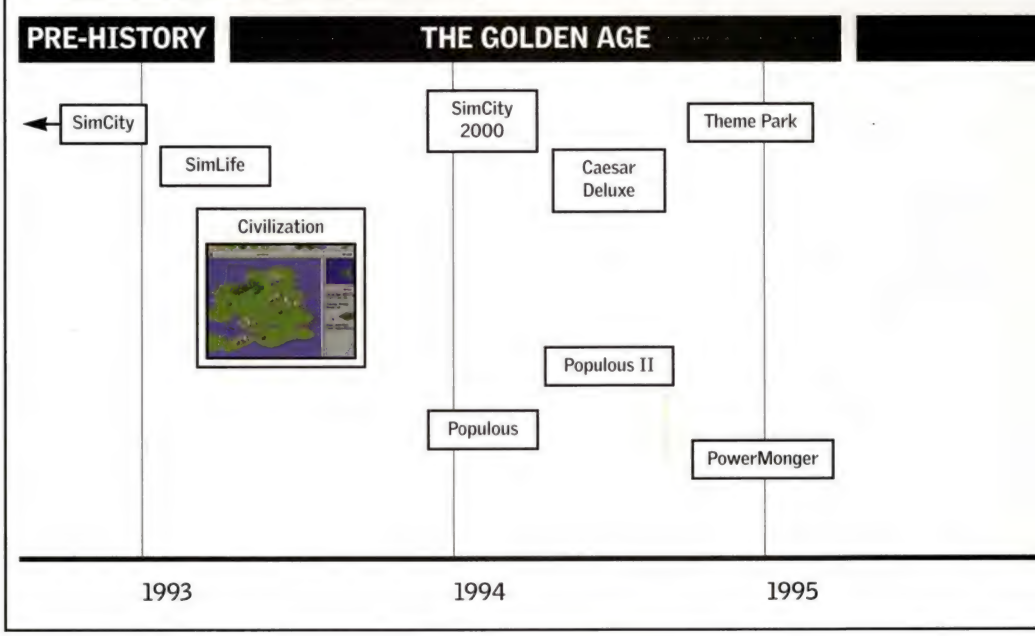
One of the key aims of the game is to advance your people. Starting from the Stone Age, you move up through the Bronze Age

You can arrange your forces into formation, but things disintegrate fast when the fighting breaks out.

Develop boats and navigation and you'll be able to put troops on the water to invade distant empires.

The Origin of Sim Species

Here's the simulation game equivalent of that chart where the ape gets up, strides forward



Looks like this river will be running red with blood by the time this scrap's finished. But it's not going to be ours, no sir. In *Age of Empires,* war is still good for absolutely nothing, but in a fun kind of way.

and into the Iron Age. At the same time, there are various ways to defeat enemies. You can win by capturing their holy artefacts, taking over historical ruins, or even by building a Wonder of the World. In some of the scenarios included with the game, the objectives get even more specific and tricky, so you'll really have to finely manage your resources and technological developments.

Each race differs in intricate ways, however. And this is probably the most glorious thing about the game: while one race may have a propensity towards religious worship, others initially appear good at hunting, building, metal-working or domesticating animals. The races are well-balanced: there's no one dominant race, and there's no single "super-tank" unit you can build to defeat all comers. Instead, the trick is to play to the strengths of your chosen people, in order to eventually pummel the opposition on the field of battle.

Hunter-gatherer

The landscapes you play on look wide-open yet welcoming, and though they're not not as fun-loving as *Settlers III,* the units do display a certain charm. Early on, you'll see wild beasts roaming about: a constant threat to your stone-age tribesmen. You can tell your charges to go out and gather wood, or fish for food, building up your resources so that you can carry out research and develop more powerful units. The buildings look fantastic, particularly the oriental pagodas. Meanwhile, the accompanying sounds make the atmosphere that touch more intriguing. Crickets chirp in the woods, when people walk about you can hear little footfalls, wild animals

By the rivers of Babylon/Where we laid seige/Ooo-ooh we wept/When we forgot the ca-aa-nnons

growl and those war elephants trumpet with real ferocity.

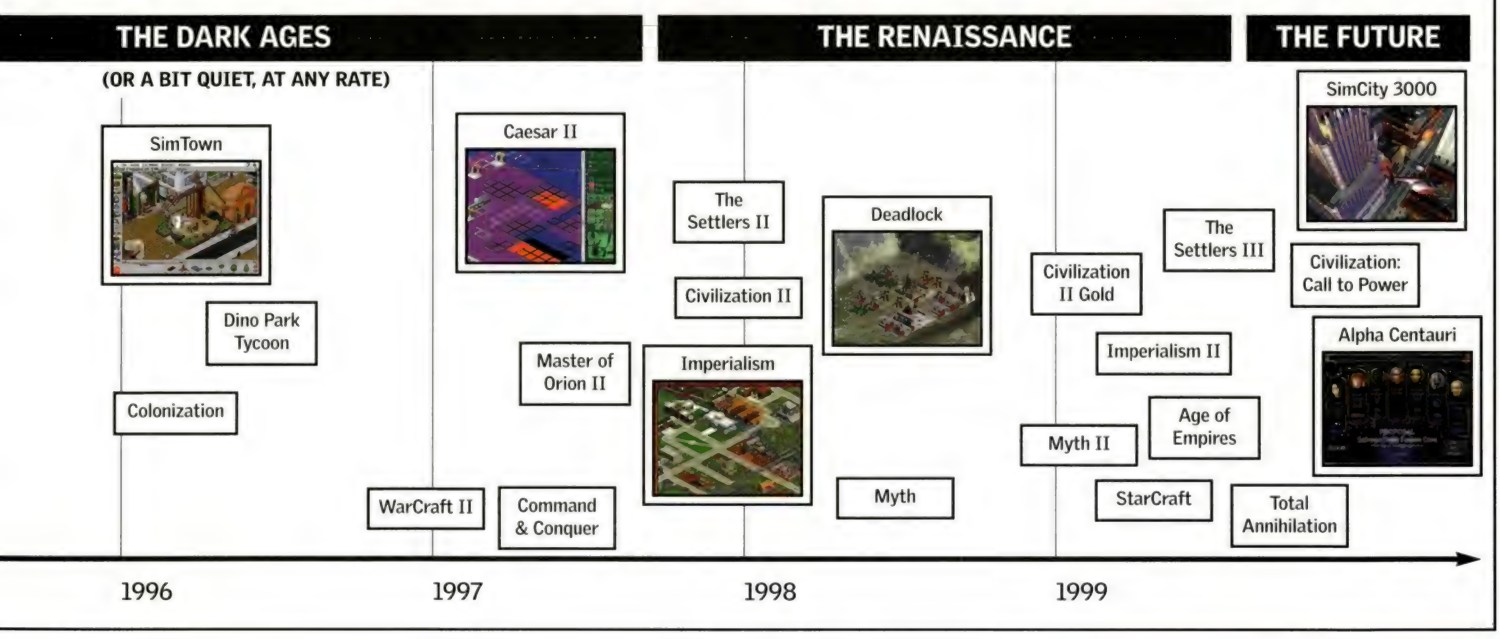
As we've said, this game takes the combat side of things far more seriously than the more sedate and indirect *Civilization* titles. Here, taking the high ground really does matter, and there's no namby-pamby recourse to diplomacy or trading. Running away is about as diplomatic as you can be if you don't fancy sticking spears into your opponents. That doesn't mean it's not a demanding game, though: get the right combination of units and the right defences set up, and your enemies will have a very hard time eliminating you from the game. Meanwhile, you'll also need to be wily when it comes to attacking them. After all, as Hannibal probably didn't say, you can do anything with war elephants but sit on them.

On-line Empires

Age of Empires is already out on the PC and has become one of the most successful on-line games of all time. At its height, the *Age of Empires* area on Microsoft's Internet Gaming Zone was attracting tens of thousands of players every day.

It's not surprising the game has been so successful and popular: it was developed by Bruce Shelley, who worked on the original *Civilization* alongside Sid Meier.

and becomes the guy from the Fatboy Slim album cover: it's the evolution of the strategy game. Titles towards the top of the chart are more geared towards urban planning and resource management, while titles towards the bottom are more about combat and tactical play.



THE SETTLERS III

TIME LORDS Those little woodsmen and archers are back for the third Settlers – cuteness and complexity in one strategic bundle...

Publisher	Blue Byte Software
Developer	Blue Byte Software
Mac port	Logicware
On sale	Summer

Although they're based on the ludicrous idea that you or I could be gods, guiding the destinies of our own custom-designed civilisations, many games in the strategy sim genre take themselves far too seriously. The buildings and battle units try to look authentic and deadly, but largely fail to forge any sort of bond between the player and his or her flock. You see troops die, but you don't care: you can always manufacture some more...

Settlers III is different. In fact, it's a bit special. The graphics and animations in this game look quite wonderful. Cartoonish they may be, but they've got the perfect amount of character and charm. It's exactly the sort of thing many of the other games lack, and it's what will make you truly lament the loss of that guard tower to enemy forces, the pillaging of your villages and the killing of your precious citizens.

Beauty and brains

While the graphics in *Settlers III* are gorgeous, the game's no lush. It backs up its good looks with enough depth to be any thinking man's 3am crumpet (with coffee, of course). Everything you do, and every building you place, has to be carefully thought out. You want to brew some ale? You'll need to have farmers growing grain nearby, wood for casks and so on. Production lines grow increasingly complex as you position your livestock farms, waterworks, smithies, mines, butchers, distilleries, and dry docks. It all makes for a complex, but visible and approachable, economic structure.

Boats make an appearance in *Settlers III*, but first you've got to get enough timber together and build the right dock facilities.

The Egyptian god Horus will reward with powerful magics you if you build him a Sphinx and make many offerings to him.

If you played *Settlers II*, which came out a couple of years ago, you may remember how tedious it was having to link every building to every other building using paths. That's been done away with in *Settlers III*, to great effect. The little fellas in this one are more than willing to show their initiative and set off across land to deliver supplies or collect goods. Once you get things going, it's a delight to see them milling about, the woodcutters hacking down trees while soldiers stand guard and farmers plant their fields.

> **"Charming graphics will make you truly lament the pillaging of your villages"**

Another improvement is that you can move certain members of your society around the map yourself. Military units (archers, spearmen, scouts) can be directed where you want them to go, which makes affairs that much more strategic. However you don't have to bother with moving every single wee civilian. The workers will merrily get on with things without having to be told to get down to work.

There are three races to choose from: the Egyptians, the Romans and the Chinese. Your choice not only determines who you'll eventually be fighting against, but also has a subtle effect on how settlements will be built. The Egyptians need more stone for their structures than the Chinese, for instance.

The civilisation you pick will also determine which god your people will worship. The spiritual angle is important in the game. If your population spends enough time praying at the altars you build for it, you'll eventually be bestowed with spells to use on your enemies. Horus, for example, is a jealous deity, so in the Egyptian lands you need to build a Sphinx. The Romans get down on their knees before Jupiter, as they should, while the Chinese bow down to a dragon who goes by the name of Ch'Ih-Yu.

There's trouble brewing in *Settlers III*, as Egyptian troops take a guard tower and a Roman brigade approaches.

Settling on the Net

Blue Byte is proud of the fact that it's hosting a big *Settlers III* server on the Internet. Starting an Internet challenge through the software is simple, and happens almost instantaneously. Through the servers, you'll be able to find friends and foes to play with, wage team wars, chat with other gamers or set up tournaments for up to ten players.

The game already has a strong PC following, and Blue Byte's server will enable Mac players to take on PC competitors to see who's best. Even though they've had a head start, let's sort this out once and for all, and show 'em who's best.

CIVILIZATION: CALL TO POWER

TIME LORDS The distant bugle is blowing, a harbinger for the latest Civilization game to hit the shelves. Is it your call to power?

Publisher	MacSoft/GT Value
Developer	Activision
Mac port	Westlake Interactive
On sale	Summer

Considered a genius by many, and often referred to as the Godfather of god games, Sid Meier has always been associated with the *Civilization* brand. They are, after all, this experience developer's finest and best-selling titles, with over 2.5 million gamers having enjoyed them worldwide. And now, up strolls *Civilization: Call To Power,* cool as you like, *without* Sid's famous moniker on its box. It's the end of the (sim) world as we know it.

But don't let the absence of Sid put you off: *Civilization: Call To Power* looks to be well on its way with the aim of going one step further than *Civilization II,* while maintaining the game's trademark longevity.

When the game starts, it's 3000BC. Before you is one little settler unit, and six millennia in which to take the little bloke and his progeny from the Stone Age to the Space Age. Like its predecessors, *Call To Power* is a turn-based game, meaning you can take a limited number of actions per turn. Early on, you'll be doing things like establishing a city (with nearby supplies of food, resources and gold, if you can manage it), then building granaries, soldier units, temples, architectural wonders and more settler units with which to establish more cities.

Vive la difference

So far so *Civ II?* Yup, but that ain't necessarily such a bad thing. Activision has worked on improving the look and feel of the game, without taking away any of its nuances and complexities. While you're building up your Civilization, computer or human opponents (via the Net, a network or even over e-mail) are working on theirs, and sooner or later you're going to run into them.

That's when some of the improvements to the *Civ* formula will come to the fore. Sure, you can trade with the other Civilizations, be they Viking, Roman, American Indian or Chinese; you can even make treaties and alliances in order to see off a common foe. But at some stage you're going to have to fight, and this is something that's particularly well handled in *Call To Power.*

Turn 16
We have no alliance with your nation, though you see fit to trespass across the sovereign lands of Barbahania. If you do not leave our lands immediately, we will act accordingly.
Reject
Accept
CIV | MAX | POP | PRODUCTION | TRADE | UNITS
Plasmatica
Attack: 30
Defense: 40
Movement: 200/200
L
S
SP
T
END

At the beginning of *Civilization: Call to Power,* you'll establish your first cities and life will seem full of promise. The map's blacked out because you haven't explored the landscape yet. Out there enemies lurk.

Units can be stacked onto single squares, or arranged into formations for tactical purposes. Each type has limitations on how far it can move in a turn and its own mode of attack – and some get very interesting.

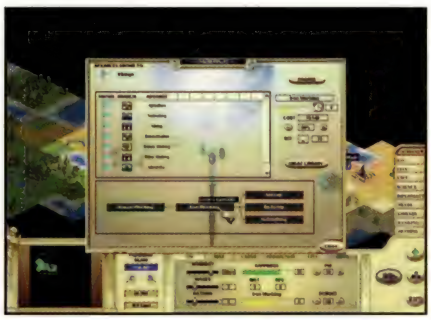
> **"You'll develop from wind-powered galleons to jet aircraft"**

As you progress through the five technological eras, you'll develop from wind-powered galleons to jet aircraft, and from centurion-style soldiers to Leviathan tanks. Pursue certain roads of development and you can even have a contaminator unit that will poison enemy cities. Eventually, there will be battles to fight in the nebulae, as you try to find wormholes in space.

That, incidentally, is one of the final aims of the game. What makes it all so addictive is the fact that there are so many ways to get there. Not only could this add manifestly to the game's replayability, but it should open the door for individual styles of play.

These will become especially evident if you decide to take part in any on-line challenges, which can range in length anywhere from one hour to 80. Will you go for a theocratic style of government, sending in mealy-mouthed cleric units to do your dirty work? Or will it be a corporate-capitalist model you pursue, with the even-more-mealy-mouthed lawyer units suppressing the masses? Perhaps you'll choose Eco-terrorism as a government style for a few hundred years? MT

In the future, while bipedal robots stomp around, you can send lawyer units in to litigate with your foes.



The research tree is crucial: your decisions here will decide how your civilisation develops over centuries.

Have you seen Sid?

Although he's dropped his involvement with the *Civilization* brand, Sid hasn't given up on designing games of this ilk. He's set up a software house called Firaxis and has come up with *Sid Meier's Alpha Centauri.* (Note that cunning use of his name within the title.)

Alpha Centauri picks up where *Civilization II* left off, with players taking their civilising tendencies into space. The settling humans split into factions, some mutate, and it all ends up in a highly intriguing *Civ*-style challenge. *Alpha Centauri* is planned for release on the Mac through Electronic Arts, although no firm date has been scheduled. The game's said to be more immediate but to offer less depth than *Call To Power.*

Develop Your Game on Macintosh

Mac game development is back with a vengeance, and Apple Computer's developer support team is committed to getting you the resources you need, when you need them. Visit **www.apple.com/developer** for full details.

The Macintosh Platform

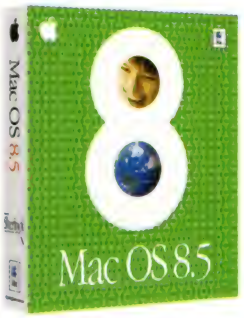
iMac

- Over one million iMacs sold to date*
- PowerPC G3 processor
- ATI RAGE chipset for built-in 3D games acceleration
- USB connection ports for games controllers

* Source Apple Computer

Power Macintosh G3

- The ultimate out-of-the-box games platform
- PowerPC G3 processor
- ATI RAGE 128 chipset for built-in 128-bit 3D games acceleration
- USB connection ports for games controllers



Mac OS 8.5

- Famed for its speed and ease of use
- QuickTime
- QuickDraw 3D and QuickDraw 3D RAVE
- Apple Game Sprockets
- Powerful Apple and third-party development tools

Apple Game Sprockets

Sprocket is a registered trademark of *MacTech* magazine (**http://www.mactech.com/**); used by permission.

DrawSprocket

With DrawSprocket, you can easily utilise double or triple buffering on the Macintosh for smooth display of graphic images. Buffering is achieved using the best option available on the user's system. DrawSprocket also enables configuration of display resolution or colour depth without leaving the game environment.

InputSprocket

InputSprocket provides a compact API through which games can communicate with drivers for analogue or digital joysticks and other games controllers in a plug-and-play fashion. It also provides user interfaces elements that allow player override of the default control options through specified dialogue boxes.

NetSprocket

NetSprocket provides standard, customisable user interface dialogues for configuration, log-in and hosting a game across a network. A simple set of calls allows messages to be singlecast or multicast to other machines within the game.

SoundSprocket

SoundSprocket incorporates a standardised API for accessing both traditional sound functions and new 3D sound technologies developed by Apple. The signal processing, taking advantage of the PowerPC processor, simulates distance attentuation, environmental reverberation and spatial positioning.

OpenGL

http://developer.apple.com/opengl

Apple has licensed OpenGL from Silicon Graphics, and will be using it to provide hardware acceleration in a future version of the Mac OS. OpenGL encompasses both geometry processing and rasterisation, allowing a wide range of hardware acceleration options. If you expect to ship titles later in 1999, you should use OpenGL to allow a simultaneous product release and a robust Macintosh implementation of your game. (Example shown: q3test, the alpha development version of Quake III; in-house development by ID Software.)

QuickDraw 3D

www.apple.com/quicktime

If you need to ship a title with hardware acceleration today, you should look at QuickDraw 3D, which is installed as part of QuickTime. QuickDraw 3D provides both a high level object-oriented API for designing 3D applications and QuickDraw 3D RAVE, an optimised Hardware Abstraction Layer that sits directly on top of rasterisation hardware, such as the ATI RAGE Pro and RAGE 128 chips in today's Macintoshes. (Example shown: Tomb Raider II. © Core Design, ported to Macintosh by Westlake Interactive.)

Apple Developer Connection

http://developer.apple.com/programs

The Apple Developer Connection programmes offer easy access to technical and business resources for Apple platform developers anywhere in the world. Take advantage of the wealth of technical and marketing information available for free on the Apple Developer website. Join one of our ADC membership programmes for the benefits and services you need to develop, distribute, and market your products.

Our cross-platform tools and APIs (application programming interfaces) enable you to diversify your business without overloading your development resources. The Apple Developer Connection will put more technical and business information into your hands – join today!

Our convenient online registration system (at **http://connect.apple.com**) allows ADC members worldwide to manage their own accounts. Members can quickly edit personal profiles, purchase products and services, and transfer programme assets to other ADC members.

ADC on the Web

We have put together a comprehensive website of all the technical resources you need to develop for the Macintosh platform. Need tools, support options, compilers or documentation? From training to documentation to sample code to programming-level technical support, we'll help you find what you need to get started.

ADC Programmes

Joining a programme is easy. Simply register on our Member Site to become an Online member. You may then purchase the programme that meets your needs.

Online Programme: Gives developers access to technical documentation for Apple technologies as well as business resources and information through the Apple Developer Connection website. Online members may purchase products such as the Apple Developer Connection Mailing or join the Select or Premier Programme. To become an Online Member, register at **http://connect.apple.com**

Student Programme: Gets university student developers the special introductory tools and discounts they need to get started. We've designed an affordable developer program, making it easy for students around the world to learn how to develop on the Macintosh platform.

Select Programme: Offers developers the convenience of technical and business information and resources on monthly CDs, provides access to pre-release software, and bundles two technical support incidents.

Premier Programme: Meets the needs of developers who desire the most complete suite of products and services from Apple, including eight support incidents and discounts on Apple hardware.

Think different.™

www.apple.com/uk

GHOST IN THE MACHINE

Look out, Lara Croft: there's a new girl in town, and she's brought some brand-new 3D techniques with her. **Richard Hill** explores the future world of **Oni**.

PRIORITY RELEASE		
	Publisher	Bungie Software
	Developer	Bungie Software
	On sale	Autumn

Japan is like another world. To Western eyes, the duelling forces of centuries-old tradition and an embracing of technology, and the impact these have on the country's people, make Japan seem as alien a culture as you can get on this planet.

And yet, there's also a nagging tug of familiarity: many Japanese have long been as fascinated by the West as we are by them, and modern Japanese culture is a strange reflection of our own. Forms like pop music take influences from an overwhelmingly diverse number of sources, before diffusing them into something utterly distinctive.

We've returned the favour with a cult-like celebration of the best in Japanese pop culture. Bungie's *Oni* takes its visual cue from the singularly Japanese approach to animation (called anime) and comic books (manga). Both forms are massive in Japan and stories frequently make the transition between the two.

What sets anime and manga apart from their Western equivalents is the generic style of art that's come to dominate. Characters are typically drawn in an exaggerated style, particularly their faces, which feature huge eyes to convey strong emotion more effectively. The futuristic, wide-eyed cyberpunk of manga is evident in *Oni's* character designs and particularly in the anime extravaganza that opens the game.

The Japan influence extends to the game's name, by the way. *Oni* is not in fact the lady to our left: her name is Konoko. Oni is a Japanese word that loosely translates to "ghost" or "demon". Who or what Oni is in the game remains Bungie's secret. For now.

21st-Century girl

Bungie's promising a tense storyline for *Oni* that manifestly affects the action in the game. Some of *Oni's* plot elements will be familiar to fans not only of anime, but of the Western movies and comics inspired by Oriental ideas. Great videogames are all about energy and wildly imaginative ideas; so are comics and animation, so it's only natural that all three should inform each other.

Lead character Konoko is part of the elite 21st-Century Tech Crimes Task Force. Her mission to bring down a crime syndicate

The main characters in *Oni* all have their own moves, which means you'll have to learn to adapt to different fighting styles as your own skills develop.

Bold architectural styles suggest *Oni's* future city perfectly, but the settings are more than just backdrops. Note in the top-right image how Konoko is able to take aim at an opponent on the other side of the complex.

reveals secrets about this future society, and about Konoko herself, that bring a darker feel to the action as the game progresses.

The change in tone is reflected in the way the controls evolve: a keyboard button that activates a single punch in early levels could spark a series of blows later on, as Konoko becomes more driven in her quest.

Environmental agents

As games developers strive to present more convincing settings (which is what the 3D graphics revolution is all about), the environments characters find themselves in have become ever more important to a game's credibility.

First-person shoot-'em-ups like *Quake* captured an environment you could move through and look around as though you were there. *Tomb Raider* took 3D a stage further by actually letting you see the protagonist: it meant you could emphasise with the game character, who could now develop a stronger personality. *Tomb Raider* also abandoned the fantasy worlds of *Quake* and *Marathon* to offer graphics with a new sense of physicality, where recognisable settings – jungles, caves, ruined temples – had level designs that enabled you to roam freely.

Bungie's aim with *Oni* is to develop this sense of place further than ever before. The levels are being designed with the help of architects to suggest real spaces through which the battle moves. You might wander through an exterior scene, spot an opponent inside through a window, and enter that space – quite possibly *through* the window – to continue the fight.

This sense of reality recreated will extend to props. As you fight, you'll be able to switch between hand combat and the use of weapons. If you're unarmed and your opponent's brandishing a gun, you could, with skill, kick the gun from his hand, then pick it up and use it yourself.

Bungie is also working hard on a more interpretive form of character animation. It's no secret that 3D character motion in games is basically made up of small sequences, linked together to form one smooth flow of movement. What Bungie is aiming for is the ability to interrupt one action to begin another as soon as you press a button, but keeping the smoothness of action more limited systems provide. It will be a great trick if Bungie can pull it off.

Do your own stunts

With such realism on hand, the future setting and comic-book overtones help to divorce the game from the real world, so that the emphasis on fighting doesn't risk starting to feel inappropriate. At heart, *Oni's* just an action flick, but you can take part in.

With elements such as a strong female lead and a physical approach to 3D, comparisons between *Oni* and the *Tomb Raider* series are inevitable. But Konoko may well be able to take Lara in a fight: the increased range of movement and the use of space and props promise much; and *Oni* looks blessed with a movie-inspired setting that should give it a broad appeal, plus ultra-cool influences that in-the-know games fans will love. MT

Bungie's new system of character animation means that close-in fights should remain fast and free, with fewer technical limitations to hamper the flow.

Oni's characters have an impressive repertoire of punches and kicks. Practise and you'll gain a precise degree of control over your movement, although – whoa! – looks like that kick went a bit wild.

COME ON IF YOU THINK YOU'RE HARD ENOUGH

PLAYED IT! Id Software's epic third instalment of the definitive 3D shoot-'em-up series is coming to the Mac. Lindsay Bruce plays the first publicly-released level of **Quake III: Arena**.

PRIORITY RELEASE		
	Publisher	Activision
	Developer	Id Software
	On sale	Summer

You can now play *q3test* if you visit the Id Software Web site, but make sure you've got a powerful Mac to hand.

Let's be frank: there's nothing quite like *Quake*. There is a huge choice of 3D shoot-'em-ups (too big, some would argue), with some stunning titles among them. But the duo of *Quake* and *Quake II* is the benchmark: these are the games that all the others are trying to better.

So Id Software's announcement last year of plans for a third *Quake* had everyone's attention. Both other development teams and the faithful community of shoot-'em-up fans will be waiting to see what Id comes up with this time around.

Id's been working hard on a new game engine, the technology that interprets data about how an environment looks and creates it on-screen. *Quake III: Arena* will also take a new direction by concentrating on multiplayer games, the famous deathmatches where you take on the rest. Highly intelligent computer-controlled opponents called bots will help make up the numbers.

Public Arena

It's an Id Software tradition to involve its customers in the creation process, releasing early versions of the software for anyone to try out and report back to Id with comments and bug reports. The first patiently-awaited *Quake III* development version has just appeared – but in a move that caught the entire games industry flat-footed, the very first glimpse of this blockbuster title was a Mac version. PC owners who had been looking forward to a preview of the new game looked on in frustration as the Mac faithful went head-to-head over local networks and the Internet. God, it felt good.

Id Software says there had been no plans to release for the Mac first; the Mac build was simply finished earlier than the PC and Linux versions. MacGamer has seen it, played it, and brings you a first look at the shoot-'em-up release of the year.

The test version, called simply *q3test*, has a single level that can be played over a local network or the Internet, and Id Software stresses that it is not a demo, but a test version to speed up bug reports and fixes. *q3test* requires a whopping 75MB of RAM, and works on Macs with PowerPC G3 processors with an ATI Rage Pro graphics chip or Rage 128 graphics card. (The list includes iMac, but only if you've added extra RAM.)

"PC owners looked on as the Mac faithful went head-to-head. God, it felt good"

Requirements for the final game are as yet unknown, but are likely to be along similar lines, requiring at least a 150MHz 604-based PowerMac and a powerful graphics card.

Id Software also released shipped an early version of Apple's new OpenGL 3D graphics software with the test to accelerate the graphics. The full release of *Quake III: Arena* will also support Voodoo-based 3dfx acceleration, but probably not QuickDraw 3D RAVE, as OpenGL is designed to replace this on the Mac, providing a superior 3D engine for gaming and design work.

Quake III will also use Apple's Game

q3test features a complete level for network or Internet play; there are no bots here, so you'll need a fresh supply of human being to play against.

The test level features a variety of weapons to try out, including rocket launchers and shotguns, but Id is no doubt holding back the bigger guns for later.

MacGamer would like to thank Lindsay's brother Adrian for being a complete and utter sitting duck throughout our playtest.

The weapons of Quake III: Arena

The test release offers a taste of the weaponry to come. While there are obvious gaps in the *Quake III* itinerary (sure to revealed in time), here's what we have played with:

Gauntlet: Your fist with a nasty looking cuff covered in barbs - the weapon you always have. Limited damage, but potentially handy for hand to hand fighting.

Shotgun: A very effective close range weapon that produces a satisfying mist of blood on impact with your opponent. Slow reload time, particle spread and limited range means it's a close combat or chase weapon.

Machine gun: Rapid fire hot lead sprayer. You start network play with one of these. Does a fair amount of damage, but not very accurate and chews through rounds at a rate of knots.

Rocket launcher: No game is complete without the always effective and hugely powerful rocket launcher. Does vast amounts of damage, but with slow reload. A long range weapon - don't get too close to the explosion.

Rail gun: A focused high energy weapon that does lots of damage on impact. Similar to the rocket launcher, but more powerful. Take out an opponent with one shot. Slow reload time, but deadly accurate long range weapon.

Pulse cannon: A personal favourite. Rapid-fire energy weapon that quickly destroys anything and everyone. Long-range accurate, and very powerful. Use short bursts: it depletes ammo rapidly.

Armour: If you want to live more than ten seconds in network play, you'll need to pick up plenty of these. Gives 50 armour points each and you can pick up two at once.

Heavy armour: Gives 200 armour points, but falls roughly one armour point a second until it reaches 100. Handy to pick up just before going into battle.

Sprockets technology for sound, input and networking. This means the finished game will immediately support a wide range of input devices, including mice and gamepads.

Put to the test

Once installed and up and running, *q3test* offers a minimal interface for configuring controls, graphics options and setting up a network game. This will of course change with the final release. The default resolution setting is for 640 x 480 pixels, although it can go as high as 1,024 x 768. There are also options for texture detail and colour depth, going right up to a 32-bit setting for thousands of millions of colours. Then it's straight into the action.

The network level supplied is finished and complete, with an array of weaponry, power-ups and secret areas to discover. The level is vast, a complex maze of corridors, stairs, and large open rooms. It has been very well designed, offering frantic, exciting network play as you quickly tool up and go hunting for your opponents.

The graphics are simply no less than stunning. The 3D environment is extremely detailed, with little or no pixelation, and it animates at frightening speed. The OpenGL engine also offers particle effects such as smoke and weapon trails, fog and explosion effects. In the test, there is an option to reveal the underlying polygons so you can see how the level is constructed. The design is obviously complex, yet animates easily at over 50 frames a second. This 3D engine is fast. Characters are detailed 3D models that move smoothly and realistically.

The action in *q3test* is fast, furious and utterly compelling. The security guard had to physically drag us from the MacFormat office the first evening so she could close the building and go home! A lot of work needs to be done, and we expect many surprises to be announced; but if the finished *Quake III* can match this early promise, it will be the shoot-'em-up to beat this year. MF

The full *Quake III* will of course offer a wide variety of levels, with the emphasis squarely on multi-player action. You'll be able to play computer-controlled bots, other players over networks or the Net, or a combination of both.

The *q3test* level shows the potential of the OpenGL graphics system – these graphics move *fast*.

Quake III ancestors

Quake III: Arena look like something special, but the duo that came before it shouldn't be ignored. The original *Quake* is a long-standing Mac standby, recently re-released as part of GT Value's Mac Replay range for just £14.99. Contact GT Value on 0181 939 8000 for further details.

Quake II, which featured a brand-new 3D graphics engine, has become one of the defining titles in the shoot-'em-up field; and an overdue decision has been taken to produce a Mac version. Logicware is wasting no time in getting *Quake II* ready for Mac fans, and it may well beat *Quake III: Arena* onto the dealer shelves. It should also run on less powerful Macs than is expected to be the case with *Quake III*.

Logicware has also made agreements to convert another title based on the *Quake II* engine to the Mac: you can expect the heavily-anticipated *Half-Life* to follow shortly after *Quake II*. (See page 8 for a taste.)

Id is again licensing the new *Quake III* engine to other games firms. One *Quake-III*-based title already confirmed for the Mac is *Heavy Metal: FAKK 2*, based on the *Heavy Metal* comic and films.

Quake II is set to appear in the next few weeks.

PLAY IT AGAIN!

(and again and again...)

GT Value's Mac Replay range gives you the choice you've been waiting for: top-quality Macintosh games for just £14.99.* Look out for the Mac Replay blue box.

*Duke it Out in DC costs £9.99

Mac games-players have been waiting a long time for this day. While the choice of titles has been consistently growing for some years, games fans with Macs have been missing out in one crucial respect: you've become used to paying £40 for a new game, with many favourite titles becoming impossible to find after the initial stock sells out.

No longer. The Mac Replay range brings you sixteen quality games, all of which are proven top-sellers and are now appearing in fresh, easy-to-spot packaging at very special prices. The Mac Replay range means you can now build a dream games collection.

The Mac Replay range offers something for every taste: There's:

- The action of superior shoot-'em-ups *Quake* and *Duke Nukem 3D*
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- Tactical wargaming in *Dark Colony*
- Aviation action in *Top Gun: Fire at Will*
- Realistic sports and leisure fun with *Jack Nicklaus 4* and *Real Pool*

Mac Replay titles cost just £14.99 each, with the exception of the *Duke Nukem 3D* add-on pack *Duke it Out in DC,* available at just £9.99.

All the software in the Mac Replay is complete and just as it was sold at full price, with the range's distinctive blue packaging using each title's original, distinctive front-of-pack graphics. For more details of the Mac Replay range, contact GT Value on **0181 939 8000**, or visit the GT Value Web site 24 hours a day at **http://www.gtvalue.com/**

CARMAGEDDON

Frantic racing action in a darkly humorous death race – but pedestrians had better watch out

Age 18 & over

DEADLOCK

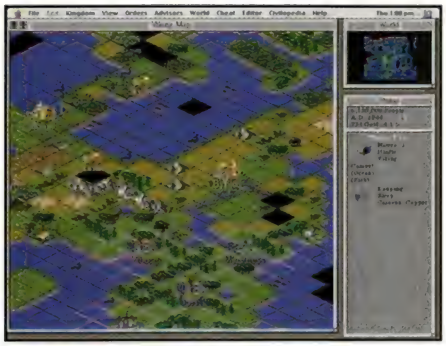
Colonise the planet Gallius IV in a space-age simulation that becomes a race against the clock and your rivals

MASTER OF ORION II

Explore strange new worlds, then take 'em over in an epic space challenge of politics, strategy and war

REAL POOL

The most realistic simulation of pool you've ever seen – take on your friends or your PowerMac on the green baize



CIVILIZATION II

MacFormat Classic

Build an empire and conquer the world in this classic strategy simulation

DAMAGE INCORPORATED

You've got to lead an elite marine task-force into a series of dangerous missions in this 3D shoot-'em-up

DARK COLONY

It's war on Mars, with you playing either human colonists or bug-eyed monsters in this real-time strategy wargame

DUKE NUKEM 3D

MacFormat Classic

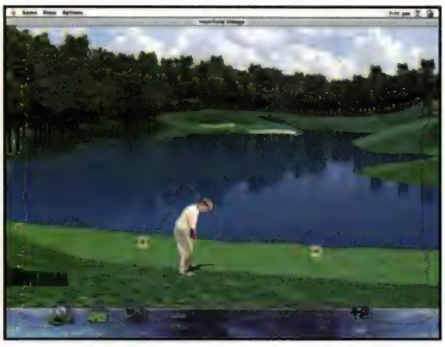
Fight it out in a future Los Angeles with this vibrant 3D blaster

Age 18 & over

DUKE IT OUT IN DC

This add-on pack transports you to Washington DC for more 3D action

Age 18 & over; requires Duke Nukem 3D



JACK NICKLAUS 4

A new standard in realism with this golf simulation – play round five courses and design your own holes

POSTAL

Watch your back in a small-town 3D shoot-'em-up where everyone else is out to get you

Age 18 & over

PRIME TARGET

Solve the mystery of a US senator's murder, but be prepared to take no prisoners in this 3D shoot-'em-up

QUAKE

The 3D shoot-'em-up that gave new life to the format – still one of the most frenetic game experiences ever

Age 15 & over

SHADOW WARRIOR

East meets West in this Oriental evocation of Duke Nukem's famous blend of black humour and 3D action

Age 18 & over

STAR CONTROL 3

Intergalactic politics, trading and warfare combine in a distinctive, compelling blending of different game styles

TOP GUN: FIRE AT WILL

Take your F-14 Tomcat into the skies and battle it out in a series of breathtaking missions in this action flight sim

THE GUIDE

50 of the best games you can buy, plus controllers and 3D graphics cards

Our Buyer's Guide is compiled from the reviews in MacFormat; no other UK Mac magazine covers so many titles, making this the definitive guide to Mac games, graphics cards and games controllers available to buy now.

MacFormat's ratings

Our Game Buyer's Guide features only recommended products, which received 70% or more in MacFormat's review:

MacFormat Classic **90% or more:** A MacFormat Classic Award winner. A benchmark, a standard-setter of its type.

80% or more: Excellent. Outstanding in its field.

70% or more: Well worthwhile or very good value.

Abyss of Pandemonium

3D SHOOT-'EM-UP ● MF68 ● **82%**
Instant Access, £14.99
Good-value *Quake* Total Conversion, full of nicely-judged extras. Requires *Quake*.

Actua Soccer

3D FOOTBALL GAME ● MF46 ● **92%**
Gremlin, £19.99

MacFormat Classic Rather an aged title, but still essential. *Actua* remains the Mac's only footie title; happily, it's a great one.

Battle-Girl

ARCADE ● MF77 ● **77%**
Feral, £29.99

Harking back to the glory days of the arcade with its clear-line graphics, *Battle-Girl* updates the *Asteroids*-style blaster.

Civilization II

STRATEGY SIM ● MF77 ● **93%** ● GT Value, £14.99

MacFormat Classic A defining moment in the evolution of simulations, now at budget price. Develop your empire through history; takes a weekend to play and a lifetime to master.

Broken Sword

ADVENTURE ● MF53 ● **92%**
Virgin Interactive, £44.99

MacFormat Classic Gorgeous and absorbing animated adventure, using old-fashioned but effective point-and-click controls. A Europe-wide pulp thriller on your Mac.

Close Combat: A Bridge Too Far

REAL-TIME STRATEGY ● MF59 ● **92%**
Microsoft, £39.99

MacFormat Classic Overhead-view strategy game based in World War II. Compelling combat scenarios.

Command & Conquer

REAL-TIME STRATEGY ● MF51 ● **95%**
Virgin Interactive, £24.99

MacFormat Classic Still a strong contender for one of the Mac's greatest games. Tense combat stratagems with a contemporary terrorist cult storyline.

Dark Colony

REAL-TIME STRATEGY ● MF76 ● **80%**
GT Value, £14.99
It's war on Mars, as human colonists take on bug-eyed monsters. Too easy for hardened wargamers, but a good introduction to the Mac battlefield.

Dark Vengeance

3D ACTION-ADVENTURE ● MF75 ● **88%**
MacSoft/GT Value, £34.99

Brings the fantasy elements of role-playing games into the 3D action arena. Divergent levels keeps the interest up; it's like three games in one.

Deadlock

STRATEGY SIM ● MF77 ● **85%**
Take 2 Interactive/GT Value, £14.99
Build a civilisation on another world, with alien twists on familiar *Civ*-style elements. Great for first-time sim-players, but ultimately you'll crave more depth.

Diablo

ROLE-PLAYING GAME ● MF68 ● **88%**
Cendant/Softline, £29.99
Deceptively simple and compulsive mix of traditional role-playing and fast arcade-style gameplay from the maker of *WarCraft II*

Duke Nukem 3D: Atomic Edition

3D SHOOT-'EM-UP ● MF76 ● **95%**
MacSoft/GT Value, £14.99

MacFormat Classic One of the 3D blaster greats: lewd, black and thoroughly adult humour adds spice to the relentless action. Carries an 18 certificate.

Duke it Out in DC

3D SHOOT-'EM-UP ● MF76 ● **88%**
MacSoft/GT Value, £9.99
Add-on pack for *Duke Nukem;* you must own the original game. Hardly essential, but good extra value at a tenner.

F/A-18 Korea

FLIGHT SIM ● MF65 ● **88%**
GSC/Softline, £39.99
A classic flight sim (*Korean Crisis)* revisited, with enhanced 3dfx graphics. Massively-detailed control system and manual to match – one for real aviation wannabes. Includes mission editor.

Fallout

ROLE-PLAYING GAME ● MF66 ● **89%**
Interplay, £39.99

About the only role-playing game not to offer the standard olde-worlde fantasy world, *Fallout* presents a compelling vision of a post-nuclear wasteland you'll want to explore fully. All the RPG pre-requisites, such as character statistics and sub-games, are present.

FutureCop: LAPD

3D SHOOT-'EM-UP ● MF74 ● **83%**
Electronic Arts, £34.99

Short-but-sweet re-invention of the giant robot shoot-'em-up sub-genre, with bags of inventive touches: this walker robot can turn into a hover vehicle in moments. Loads of fun while it lasts – the Hollywood action movie of videogames.

Game controllers

These joysticks and gamepads (and one mouse!) are designed to enhance your games-playing.
Connection port: You must get a controller with the right port for your Mac, either Apple Desktop Bus for most old Macs or USB for all iMacs and the blue-and-white PowerMac G3.

Tested in MacFormat

Name	Connection port	Price	Contact
CH Products FlightStick Pro joystick	ADB	£90	Synergy International on 01494 442266
MF70, 80%: Archaic and unfashionable stick that still cuts the mustard on flight simulations.			
Gravis Firebird joystick	ADB	£85	Mac Accessory Centre on 0191 296 1500
MF70, 86%: Futuristic joystick aimed at flight simulator fans.			
Thrustmaster Fusion gamepad	USB	£20	Thrustmaster on 01276 609955
MF77, 77%: Gamepad with directional controller and ten buttons; both controller and buttons are programmable			
Thrustmaster Top Gun joystick	USB	£35	Thrustmaster on 01276 609955
MF77, 79%: Joystick tailor-made for flight sims			

Also available

Name	Connection port	Price	Contact
Ariston Ares joystick	USB	£43	Principal on 01756 704444
Analogue joystick for sensitive response. Supports Game Sprockets.			
Ariston Hermes gamepad	USB	£43	Principal on 01756 704444
Gamepad with eight directions and eight buttons, including throttle and rudder controls for flight sims. Batwing-style design enables comfortable grip. Supports Game Sprockets			
CH Products USB Flight Sim Yoke	USB	£116	Synergy Int Comm on 01494 442266
Realistic aircraft control bank with yoke, gear switch and more – for flight simulator devotees. The Yoke is on sale now, but the Mac driver is not yet complete			
CH Products GameStick 3D USB	USB	£93	Synergy Int Comm on 01494 442266
Gamer's joystick with a flight-sim hat switch, a trigger and three fire buttons. The GameStick 3D is on sale now, but the Mac driver is not yet complete			
Gravis GamePad Pro USB	USB	£37	Mac Accessory Centre on 0191 296 1500
Batwing-style gamepad with ten programmable buttons and direction controller			
Logitech WingMan Gaming Mouse	USB	£30	Logitech on 01306 734300
Mouse designed specially for games, especially 3D shoot-'em-ups demanding fast reflexes			
Saitek Cyborg 3D Stick	USB	£60	Saitek on 01454 855050
Overwhelming joystick with adjustment features to tailor the stick to your hand, plus 16 programmable buttons. Driver not included, but it is available from **http://www.saitek.com/**			

Thrustmaster's Fusion gamepad features a directional controller and ten buttons, some of which are placed underneath the unit for easy finger access.

CH Products' GameStick 3D is one of a new generation of game controllers equipped with a USB port for iMac and blue-and-white PowerMac G3s.

Heroes of Might and Magic II
WARGAME • MF56 • **89%**
Softline, £39.99
A superb turn-based wargame that'll inevitably deprive you of sleep, even if you don't think you'll like the apparently primitive playing style. A rich fantasy setting will appeal to role-playing-game fans.

Jack Nicklaus 4
GOLF SIM • MF60 • **90%**
Macsoft/GT Value, £14.99
MacFormat Classic Now on budget, this supreme golf game combines almost photo-realistic graphics with ball physics that would satisfy Einstein. Five courses to tackle, plus a built-in hole design option.

Jazz Jackrabbit 2
PLATFORM • MF77 • **74%**
Logicware/Softline, £24.99
One of very few Mac platform games, and one that takes advantage of the PowerMac's abilities. Still too old-fashioned to demand attention, but will appeal to game nostalgics.

Journeyman Project 3: Legacy of Time
ADVENTURE • MF63 • **80%**
The Learning Company, £29.99
Luscious adventure merging video and 3D animation. Technically accomplished presentation disguises simplistic gameplay.

Lode Runner 2
PLATFORM • MF73 • **78%**
MacSoft/GT Value, £29.99
Platform game that emphasises puzzles and old-school gameplay over polished graphics.

Marathon Trilogy
3D SHOOT-'EM-UP • MF54 • **83%**
Bungie/Softline, £40

Bungie's series of 3D shooters hail from the era of Doom and Wolfenstein, but evolved the form further by providing an involving storyline worked carefully into the action. They also helped give the Mac its own identity as a games machine, and this three-games-in-one package means that the pioneering old-timer is still great value.

Master of Orion II
STRATEGY SIM • MF76 • **85%**
MacSoft/GT Value, £14.99
Galaxy-spanning epic in which you must colonise the universe. Whether you choose to build your galactic empire by trading commodities or trading blows, a campaign could last almost indefinitely. An extremely absorbing challenge.

Morpheus
ADVENTURE • MF73 • **84%**
Piranha, $50
Sumptuous adventure that will appeal to *Myst* fans, where new worlds of fantasy unfold before your eyes. Import only; check with mail-order dealers for stock.

MDK
3D SHOOT-'EM-UP • MF65 • **90%** • FunSoft, £29.99

MacFormat Classic Criminally low-profile title, despite its inclusion with the software pack in Bondi-blue iMacs. Features loads of ideas that have fed their way into the mainstream, such as the telescopic super-long-range sniper rifle. A delightful sense of humour and surreal touches to make this 3D shooter unforgettable.

Myst
ADVENTURE • MF9 (!) • **95%**
The Learning Company, £19.99
MacFormat Classic One of computing's best-loved titles, *Myst* immerses you in an exotic land of make-believe. An evergreen that still appeals despite its age.

Myth: the Fallen Lords
REAL-TIME COMBAT • MF60 • **78%**
Bungie/Softline, £39.99
A real-time wargame that employs a stunning system of movable cameras across a 3D landscape to show its battles.

Unreal

3D SHOOT-'EM-UP ● MF70 ● **90%** ● MacSoft/GT Value, £39.99

MacFormat Classic The Rolls-Royce of absurdly violent 3D blasters. Good level design, great graphics; get a PowerMac G3 and lots of memory to get the best out of it.

Myth II: Soulblighter

REAL-TIME COMBAT ● MF74 ● **92%**

Bungie/GT Value, £39.99

MacFormat Classic Hot-selling tactical combat game shows the battlefield in fast-moving 3D; entertaining Tolkienesque narrative. 25 single-player levels plus network and Internet options, plus frequent level additions at the Bungie server. (A WWII makeover for the game is causing a real stir at the moment – visit http://www.bungie.net/ for details.)

Pro Pinball: the Web

PINBALL SIM ● MF44 ● **90%**

Empire Interactive, £34.99

MacFormat Classic Definitive pinball table recreation; if you can't fit a real one into your house, this will turn you into a pinball junkie. Gorgeous high-resolution graphics.

Pro Pinball: Timeshock

PINBALL SIM ● MF61 ● **86%**

Empire Interactive, £34.99

Follow-up to *The Web* adds extra value and new sub-games with a new table design. Only one table, but exquisitely designed, with bonus features and super-high-resolution graphics. A third title, *Big Race USA*, has just been released.

Quake

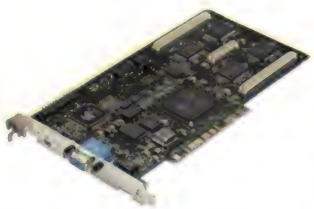
3D SHOOT-'EM-UP ● MF77 ● **84%**

MacSoft/GT Value, £14.99

Now on budget, this famous 3D shoot-'em-up still packs a heavy punch, with great graphics heightening the terrifying atmosphere. Short-lived by today's standards, but still with the ability to scare the hell out of you. See page 22 for a glimpse of *Quake III* in action.

3D graphics accelerators

MicroConversions's Game Wizard is based on the powerful Voodoo2 processor, enabling 3dfx-compatible games to produce astonishing graphics. There's also a version that fits into iMac, but get a dealer to do this for you if you're not confident about fitting components yourself.



Mactell's Vision 3D card range is a general-use series, offering both 3D and 2D enhancement. It improves any game using QuickDraw 3D or QuickDraw 3D RAVE, and will support OpenGL when Apple releases the final software.

Graphics cards enhance your PowerMac's display, giving smoother and more detailed animation. VRAM: The amount of on-bard memory the card can use to enhance the screen image. **3D support:** Your game must support at least one of the systems to benefit from the card. **2D support:** Most cards will also enhance your Mac's everyday 2D graphics, providing higher screen resolutions and more colours.

PCI graphics cards for PowerMac

Name	VRAM	3D support	2D support	Price	Contact
ATI Xclaim VR 128	16MB	QD3D, OpenGL	QDraw, QTime	TBA	ATI on 01628 533115
ATI Rage Orion	16MB	QD3D, OpenGL	QDraw, QTime	TBA	ATI on 01628 533115
ATI Nexus 128	32MB	QD3D, OpenGL	QDraw, QTime	TBA	ATI on 01628 533115
Formac ProMedia 20	2MB	QD3D	QDraw, QTime	£41	Formac on 0181 533 4040
Formac ProMedia 40	4MB	QD3D	QDraw, QTime	£69	Formac on 0181 533 4040
Formac ProFormance 40	4MB	QD3D	QDraw, QTime	£175	Formac on 0181 533 4040
Formac ProFormance 80	8MB	QD3D	QDraw, QTime	£293	Formac on 0181 533 4040
Formac ProFormance II 40	4MB	QD3D	QDraw, QTime	£351	Formac on 0181 533 4040
Formac ProFormance II 80	8MB	QD3D	QDraw, QTime	£410	Formac on 0181 533 4040
ixMicro ix3D Mac Rocket	4MB	QD3D	QDraw, QTime	£170	Principal on 01756 704444
ixMicro ix3D Ultimate Rez	8MB	QD3D	QDraw, QTime	£175	Principal on 01756 704000
ixMicro ix3D Pro Rez	8MB	QD3D	QDraw, QTime	£206	Principal on 01756 704000
ixMicro ix3D Game Rocket	16MB	QD3D, OpenGL, 3dfx	QDraw, QTime	£282	Principal on 01756 704000
Mactell Vision 3D Ultra	8MB	QD3D, OpenGL	QDraw, QTime	£105	Channel Dynamics on 0870 607 0540
Mactell Vision 3D Pro II 4MB Lite	4MB	QD3D, OpenGL	QDraw, QTime	£135	Channel Dynamics on 0870 607 0540
Mactell Vision 3D Pro II 8MB Lite	8MB	QD3D, OpenGL	QDraw, QTime	£222	Channel Dynamics on 0870 607 0540
Mactell Vision 3D Pro II 8MB	8MB	QD3D, OpenGL	QDraw, QTime	£328	Channel Dynamics on 0870 607 0540
Mactell Vision 3D Pro II 24MB	24MB	QD3D, OpenGL	QDraw, QTime	£445	Channel Dynamics on 0870 607 0540
MicroConversions 12MB Game Wizard	12MB	QD3D, 3dfx	N/A	£175	Axcess UK on 0171 916 8256
VillageTronic MacMagic	8MB	QD3D, 3dfx	N/A	£76	Blittersoft on 01908 261466
VillageTronic MacMagic Pro	16MB	QD3D, OpenGL, 3dfx	QDraw, QTime	£206	Blittersoft on 01908 261466
VillageTronic MacPicasso 750	8MB	QD3D, OpenGL, 3dfx	QDraw, QTime	£112	Blittersoft on 01908 261466
VillageTronic MacPicasso 850	16MB	QD3D, OpenGL, 3dfx	QDraw, QTime	£206	Blittersoft on 01908 261466

Custom graphics card for iMac

Name	VRAM	3D support	2D support	Price	Contact
MicroConversions Game Wizard for iMac	8MB	QD3D, 3dfx	N/A	£175	Axcess UK on 0171 916 8256

Quest for Glory V: Dragon Fire
ROLE-PLAYING GAME ● MF76 ● **89%**
Cendant/Softline, £34.99
Rich and rewarding role-playing game; old-fashioned fantasy storyline using modern technology to provide delightful graphics.

Real Pool
POOL SIM ● MF77 ● **85%**
MacSoft/GT Value, £14.99

Your own sea of green baize for £15. Realistic implementation and different games for variety.

RedJack: Revenge of the Brethren
ADVENTURE ● MF68 ● **76%**
THQ, £39.99

Highly enjoyable pirate romp. Graphic adventure with loads of sub-games and sub-plots, plus some appropriately ribald content. Lovely animations combine with virtual-reality-style panoramic settings.

Riven
ADVENTURE ● MF59 ● **78%**
The Learning Company, £29.99

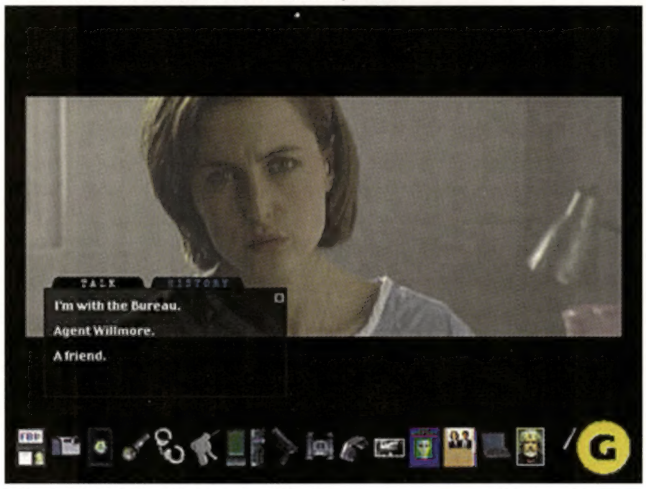
Follow-up to *Myst* falls behind the pace where technology is concerned, but this five-CD game still conveys a certain magic that gives it appeal far beyond the normal games-fan constituency. Static feel despite video clips and sumptuous backdrops.

The Settlers II
STRATEGY SIM ● MF60 ● **82%**
Blue Byte Software, £29.99
Soon to be succeeded by follow-up *Settlers III*, but still a fine implementation of empire-building strategy.

Shadow Warrior
3D SHOOT-'EM-UP ● MF77 ● **79%**
MacSoft/GT Value, £14.99
All the action and black humour of *Duke Nukem* transplanted to the Far East.

Shanghai: Dynasty
PUZZLE GAME ● MF62 ● **83%**
Activision, £24.99
Polished Mac recreation of mah jonng games; simply executed but done very well.

X-Files: the Game
ADVENTURE ● MF68 ● **76%** ● Fox Interactive, £39.99



Perhaps one for fans of the TV series rather than games connoisseurs, this three-CD set uses video to capture the feel of an episode convincingly.

Shattered Steel
ROBOT SIM ● MF64 ● **78%**
Softline, £34.99
As in "flight sim", only with giant mechanoid robots that stride through battlefields with all guns blazing. Good fun.

Star Control 3
STRATEGY COMBAT ● MF77 ● **76%**
MacSoft/GT Value, £14.99
Combat sim with the twist that the battle scenes are arcade-style blasters held using the weapons you've developed.

Star Trek: Borg
ADVENTURE ● MF56 ● **78%**
Simon & Schuster, £29.99
As good an attempt at an interactive movie as you'll see, but limited gameplay.

Star Trek: Klingon Honor Guard
3D SHOOT-'EM-UP ● MF75 ● **84%**
MacSoft/GT Value, £39.99
A top-drawer *Star Trek* game, this shoot-'em-up uses the *Unreal* 3D engine effectively, with an unusual selection of Klingon weapons.

Star Trek: Starfleet Academy
COMBAT SIM ● MF63 ● **84%**
Interplay, £44.99
One of the most accomplished in a long series of *Star Trek* titles. Join the academy and learn how to cope with space combat situations, including some famous confrontations from the original 60s series.

Tomb Raider Gold
3D ACTION-ADVENTURE ● MF77 ● **90%**
Aspyr/Softline, £34.99

MacFormat Classic The first 3D adventure of the famous Lara Croft possesses a magic its successors somehow miss out on. Includes four bonus levels not in original PC and PlayStation releases.

Tomb Raider II
3D ACTION-ADVENTURE ● MF72 ● **90%**
Aspyr/Softline, £39.99
MacFormat Classic Lara's return ups the ante with bigger set-pieces and rock-hard challenges. Difficult, irritating and frustrating in equal measures, but you just have to keep playing until you finish it.

Top Gun: Fire at Will
FLIGHT SIM ● MF76 ● **89%**
MacSoft/GT Value, £14.99
Aviation purists will turn up their noses at *Top Gun's* arcade-style controls, but for action fans, this is a blast.

WarCraft II
REAL-TIME COMBAT ● MF45 ● **93%**
Cendant/Softline, £39.99

MacFormat Classic One of the older titles in our round-up shows subsequent pretenders where to get off. State-of-the-art combat scenarios in an orc-infested fantasy setting. Sci-fi follow-up *StarCraft* reviewed in MacFormat this issue.

X-Men: the Ravages of Apocalypse
3D SHOOT-'EM-UP ● MF68 ● **85%**
MacSoft/GT Value, £29.99

A *Quake* Total conversion, working on top of the original game. This superhero tie-in uses its Marvel Comics mutant characters to inject new ideas into the 3D shoot-'em-up field. Requires *Quake*.

Shareware

Shareware is a scheme where you can try out software for free, then pay the fee if you want to keep using it. MacFormat's Cover CD includes 100MB of the latest shareware each issue.

Avara
ARCADE SHOOT-'EM-UP
Ambrosia, $20 shareware
3D updating of *Battlezone*-style arcade blaster from the specialist in top-class arcade recreations. Play multi-player levels over the Net.

Burning Monkey Solitaire
CARD GAME
Freeverse, $14.95 shareware
Solitaire card game with enlivening animations and graphics. Freeverse specialises in board game recreations.

Galactic Patrol
ARCADE SHOOT-'EM-UP
Monkey Byte, $19.95 shareware
Updates the old school of *Galaxian*-style arcade blasters with swooping 3D foes.

Nanosaur

3D ACTION-ADVENTURE
Pangea, charityware
Superior version of title included with every iMac provides richer graphics. Loads of 3D fun; free from publisher at **http://www.pangeasoft.com/**, with request that you make a donation to charity. Read about *Bugdom*, the follow-up to *Nanosaur*, on page 8.

Nethergate
ROLE-PLAYING GAME
Spiderweb Software, $30
Play the part of a Roman or a Celt as the two sides clash in the region of Nethergate. An accomplished production, with the first quarter available to play before registration is required.

NETWORK

MacGamers speak out on late games, sports games and consoles

Welcome to the pages where Mac games fans get together and chew the fat. If you've got comments, requests or questions, write to: MacGamer, 30 Monmouth Street, Bath BA1 2BW; or e-mail us at **macformat@futurenet.co.uk**

Install aggro

What we need most of all on the Mac is a damn good racing game of any description, and a quality 3D platformer, and more sports games, and – oh, you get the general idea!

On a further point,why do computer users need to install games? Why can't they run from disc directly like a console? After all, a Mac is much more powerful than a PlayStation.

As an ex-console owner, I find this procedure long-winded and archaic; the Spectrum didn't need to install games! I know modern games are much bigger but the fact remains: all CD-based consoles can play games direct from disc.

Also, and this is true of Wintels as well, there are far too many first-person shooters. Please, please, developers: *do something else!* There are a multitude of game styles out there – use them. I'm bored of endless shooters with ever more complex control systems as their only "recommendation".

Norman Jobling
Eastington, Gloucestershire

It's not that consoles can *run games direct from disc, Norman: they* have to. *Your Mac's hard disk is the fastest way to transfer information from a store into your Mac's memory – much faster than pulling off information from a CD-ROM – so many developers naturally exploit that fact. Running entirely from CD-ROM would severely limit the speed at which a game could run and, indeed, the types of game you'd see. Just compare the Mac and PlayStation versions of* Civilization II *if you're not convinced.* Rich

Well, it's a start

I am always impressed how new Mac games run on my trusty old Performa 6400. It would be nice in the future if Mac games could continue to be run at a minimum specification, so that loyal Mac gamers will not need to upgrade every five minutes.

Dougal Kitchin, via e-mail

We thought there was a minimum spec, Dougal. Most games demand a PowerMac; whether it's a 6400 or a brand-new PowerMac G3, they should still run. As you know, the trend as computers get rapidly more powerful has been for games to demand more in resources. But the customer trend of late has been to go for cheaper computers rather than more powerful but expensive ones; that's something games designers are going to have to take note of if they want best-sellers.

While it's true that many current releases run best on an iMac, with its built-in 3D acceleration, we reckon that standard should hold steady for quite some time. Rich

Mac vs PC

I play a lot of games on my Umax Pulsar, although I also have a PC, mostly for playing *Age of Empires* and *Daikatana* on-line. I try to wait for Mac versions to come out rather than getting the PC version first, as I find the games easier to install and better to play on the Pulsar. Getting 3D acceleration going on a PC really is a nightmare sometimes. I waited patiently for

The Mac is not a PC: discuss

***StarCraft's* undeniably a great game, but Max Dyckhoff wonders if should we accept the way it arrived long after the PC version.**

My most anticipated game for the Macintosh right now is *Oni*, for two reasons. The first reason is that it appears to be an innovative new game, breaking away from the trend of first-person (or third-person) shooter games and throwing in new features, moves and graphics. Let's just hope it runs well!

The other reason is that it is by Bungie, who not only started off on the Macintosh, but when the attractions of Windows grew too strong they did not neglect the Macintosh, and I feel that it has done them well. On the Internet, it seems that 75% of all *Myth* and *Marathon* users are actually Mac users.

A company like Bungie would not actually survive if it was solely a Windows-based company. The sheer size of the Wintel world means that the smaller players stand little chance. A company such as Bungie would be swallowed up by Virgin or suchlike, and its games would be restricted and less impressive.

In the Macintosh world I have to say our tastes are more refined. We have spent such a long time being spurned and put on hold by the games industry that we expect the best when it finally comes. Take *StarCraft*, for example. 14 months ago, I headed down to Electronics Boutique to look for *StarCraft* with a Wintel-owning friend of mine, having told him that it looked like the most awesome game ever. I was distressed to find that it was PC-only.

Over the next month he played and finished it, and told me how great it was. I held back, confident that my own copy would be coming in the next few months. *One year* later it finally arrived on shop shelves, and have I bought it? No. And I won't. Mac gamers have waited too long for *StarCraft*, and it has grown stale.

I was irritated when I read on some Web news page that *SimCity 3000* might not be forthcoming for the Mac (I know it is now) because there "had been a lack of interest in Maxis's last title for the Macintosh, *SimSafari*". Sure, on the Wintel platform it was gobbled up by unwitting parents, but on the Mac it was analysed by the majority of users and was turned down.

Basically, we want *on-time, quality* games. Then the Mac games industry will flourish as it should have done for such a long time.

What else annoys me...? The types of games coming out these days. For the past year or so, the emphasis has not been on the correct aspects of games. In the amount of time since *Quake* has been released, I was looking forward to games miles more impressive than what has emerged.

The latest PC release which everyone is raving about? *Half-Life*. Sure, I've played it and was impressed by the graphics, but other than that, not much has been improved. New guns. My friends and I came up with better during A-Level technology lessons. New monsters. They scare. They eat. Boring. New storyline. What storyline?

Apple has provided OpenGL, big monitors, awesome graphics acceleration and most of all, funky cases. Now the Mac games industry lies in the hands of the developers. If game peripherals and games fail to come out for the Macintosh, then it will fail as a game platform.

One of the most important missing keys to a good Mac gaming industry is magazines covering games and game news dedicated to the Macintosh. Okay, the Internet is also a great source of such information (stand forward, Mac Gamer's Ledge) but not everyone has the Net yet...

Max Dyckhoff, via e-mail

Well, Max, MacFormat (and we hope, future MacGamers) will continue to bring you news of new Mac games. And our sister magazine Arcade *is making the effort to cover the Mac each issue.*

One key thing to remember, though, is that in many ways, the Mac games scene is still very undeveloped. It's viewed by too many people as a extension of the PC or Wintel market, when in fact the kinds of people who buy and use the Mac are quite different – and that's reflected as much in the games they buy as anything else. We're getting some great games through the PC conversion route, yes, but maybe that isn't addressing the needs of all Mac gamers. The challenge ahead is how to get from this point to one where developers can feel able to be more distinctive, to produce Mac games for Mac gamers. Rich

Why can't the Mac be more like a PlayStation, asks Norman Jobling, who wants the convenience of putting in a CD and just playing.

Unreal, and I will do the same for *Half-Life* and *Heretic II*.

Now that USB has been embraced, it's time to look at Force Feedback, Apple could make improvements on the existing Microsoft technology, I'm sure.
Mik Dann, Ipswich, Suffolk

We'd say your patience is getting well-rewarded, Mik. Rich

Mac first

A few games that I would like to see on the mac are *Grand Theft Auto*, *FIFA 99* and *Need for Speed III*. I think there should definitely be more racing and sports games available, that is where the games are lacking. I also think the Mac should try and get some games released before they come out on the PC or PlayStation.
Chris Band, via e-mail

Direct action

How about *Championship Manager 3* for the Mac? This is the best game out for PCs. How about a petition of people who would definitely buy the game if it came out on the Mac and then send it to Eidos (the publisher of the game)?
Fran Tamburrini, Motherwell

Football games, and in particular Championship Manager 3, *dominate the list of requests for unreleased titles in our mailbag.* Rich

Back to basics

I think that the Mac as a gaming platform should try to compete on the PC games marketing but have the software take full advantage of the easy-to-use OS and the Pentium-crushing G3s (and soon G4s).

This is how the Macintosh can create a games market of it's own. Simultaneous releases with PCs and equal pricing need to be applied for the Mac to become a success in the games market. I personally cannot afford the hardware to upgrade my computer so that I have the ability to play the latest games. This is leaving out those of us who have been faithful to the Mac games market just as it becomes recognised. Prices must come down or else the games boom on the Mac won't last long at all.

For the Mac games market to really become popular I think that we should not only entice PC users over to the Mac platform, but also keep us existing Mac users happy.

How's about a fourth version of the classic *Marathon?* What Mac user doesn't remember playing probably the best game ever to grace the face of our screens. With today's technology and graphics capabilities, a truly remarkable game could be spawned by Bungie. Forget *Myth* and *Oni;* I want another *Marathon!*
Ed Gain, via e-mail

As you'll see by our preview of Oni *this issue, Ed, Bungie has far more ambitious plans than releasing what would be, for all of* Marathon's *class, another 3D shoot-'em-up. See if you feel the same when* Oni's *released.* Rich

There is only one leader when it comes to requests for new Mac games: Eidos's *Championship Manager 3* is the title you're crying out for.

CONTACT SHEET

Contact Sheet is your guide to where to buy games or find out more about them. Start with your favourite mail-order dealer or Mac stockist whenever you're looking for a new game.

Mail order dealers

Camelot	N/A	0171 383 2727
Extensive games selection		
MacGames	http://www.macgames.co.uk/	01708 701522
Mac games specialist		
MacGold Direct	http://www.macgold.com/	01708 582100
Long-established games dealer and a favourite of many MacFormat readers		

Retail stores

John Lewis	http://www.johnlewis.co.uk/	Branches nationwide
Department store with complete Mac selection in most stores. Decent software choice in the stores we've visited.		
HMV	http://www.hmv.co.uk/	Branches nationwide
Entertainment emporium: massive selection in Level One games department in flagship Oxford Circus store, plus sporadic coverage in other stores		
PC World	http://www.dixons-group-plc.co.uk/	Branches nationwide
Giant computer chain which stocks iMac in every store. Minimal software stock in the stores we've visited; let us know where you've seen a good selection		

Further information

Apple Information Centre	http://www.apple.com/uk/	0870 600 6010
No games information, but can put you in touch with your local dealers		
Softline	http://www.softline.co.uk/	01372 726333
UK's leading Mac game distributor, which handles most titles. Doesn't sell games itself, but is happy to direct you to stores served by Softline		

Publisher and developer Web sites

Activision	http://www.activision.com/
Ambrosia Software	http://www.ambrosiasw.com
Aspyr	http://www.aspyr.com/
Blizzard	http://www.blizzard.com/
Blue Byte Software	http://www.bluebyte.com/
Bungie Software	http://www.bungie.com/
Cendant Software	http://www.sierra.com/
Electronic Arts	http://www.ea.com/
Fantasoft	http://www.fantasoft.com/
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